

"The Music Hole" 1034-239 Final Board



Date 11/17/15

Board Team Final

Network Approval Board

Record Board

Animatic Scan Board

Conformed Board 11/17/15

Animatic Scan Board

Conformed Board 11/17

Design Board

Final Board

Adventure Time Created by Pendleton Ward

> Supervising Director Andres Salaff

> > Storyboard by Andres Salaff & Polly Guo

Animation Studio SAEROM

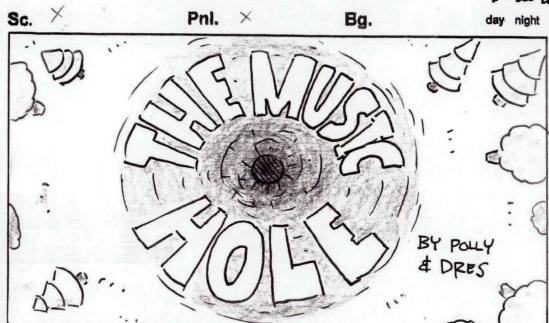
DEC 1 0 2015

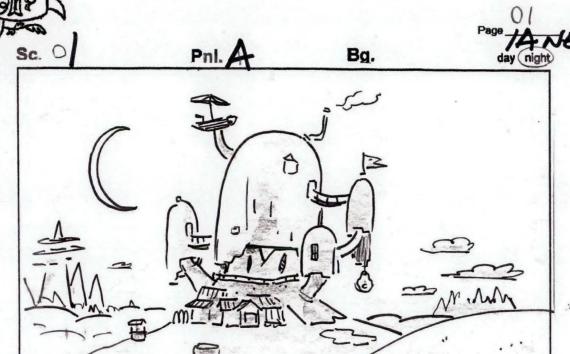
30

EPISODE #

ADVENTURE TIME







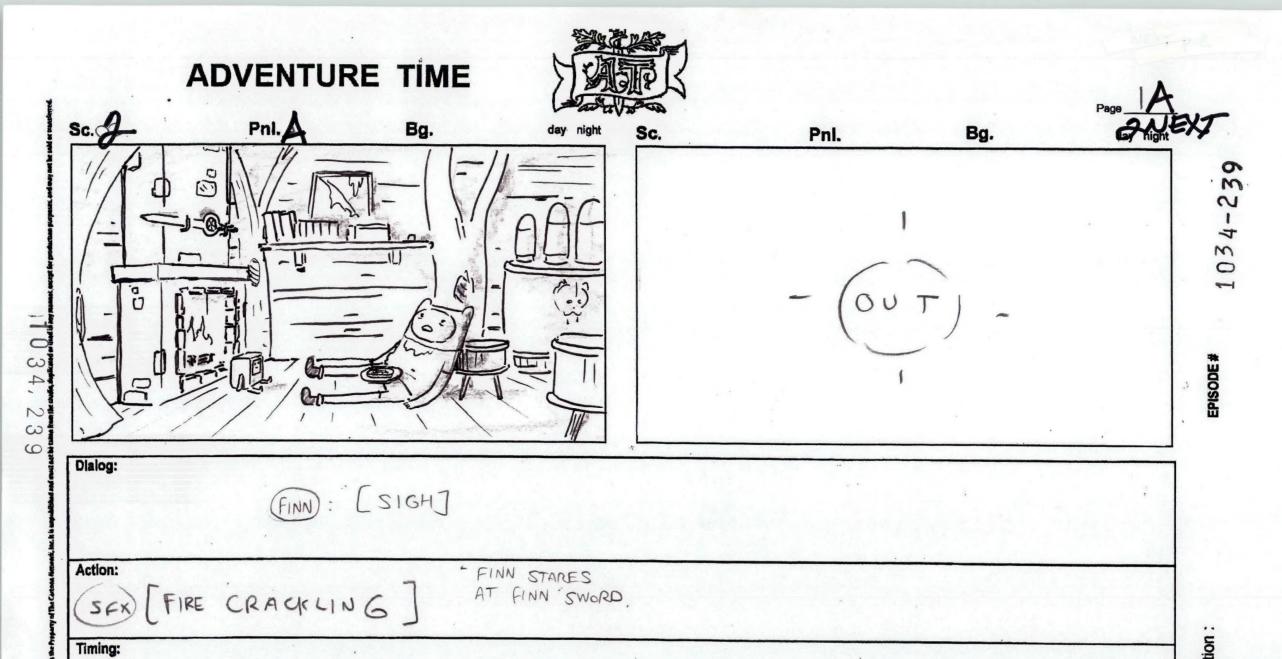
SFX/ Crickets chirping

Action:

Timing:

DEC 1 0 2015

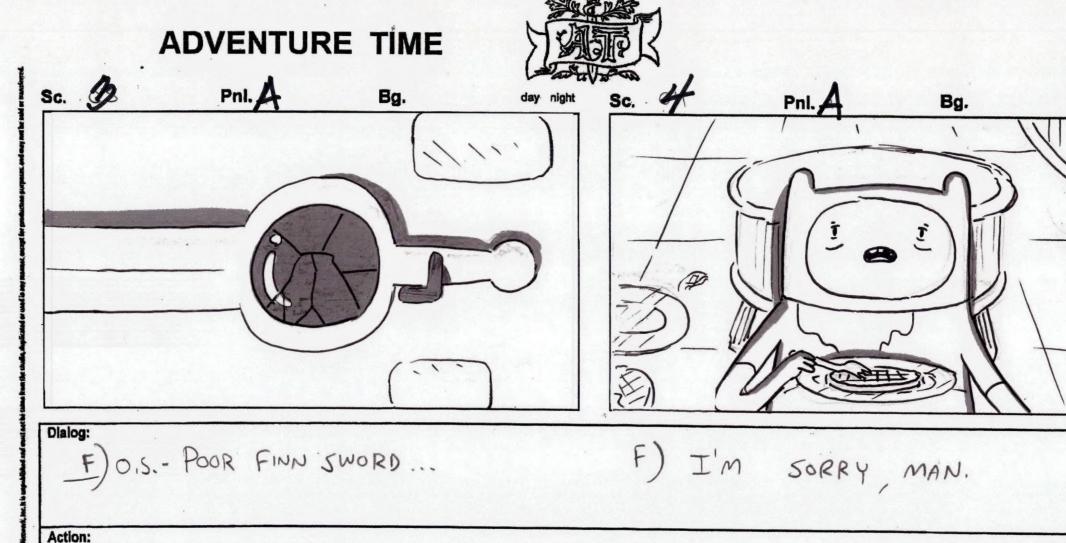
1034/239



1034/239

DEC 1 0 2000

Timing:



Production:

39

1034-2

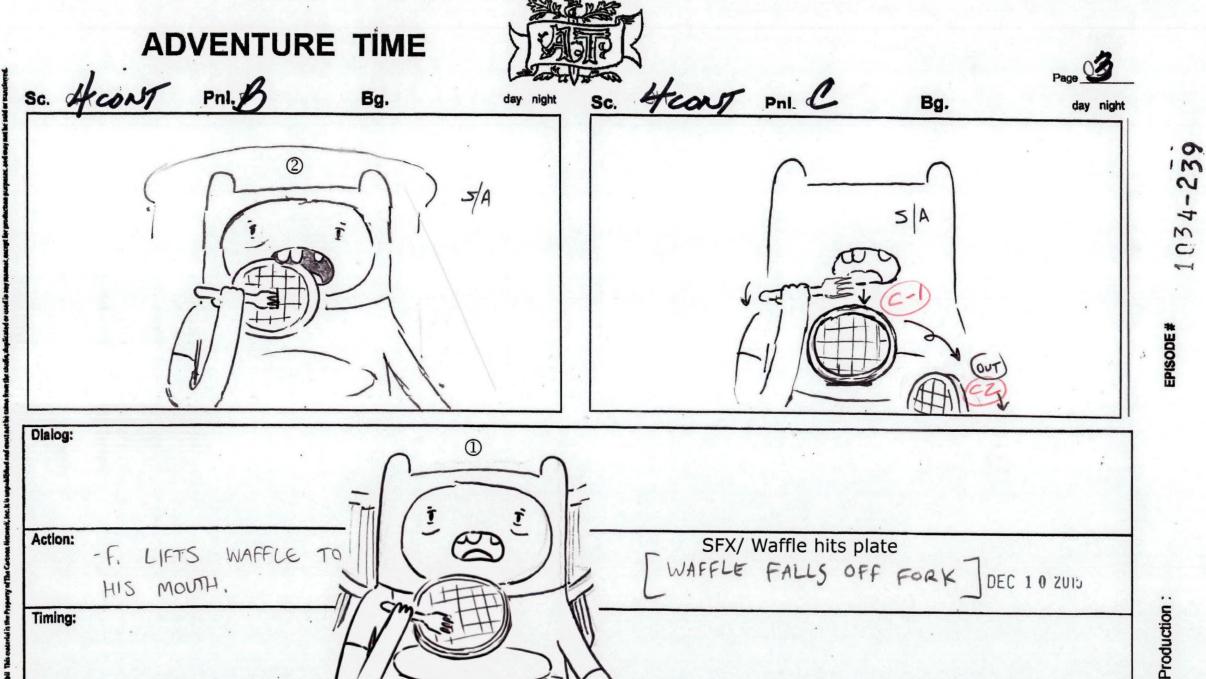
EPISODE#

1034/239

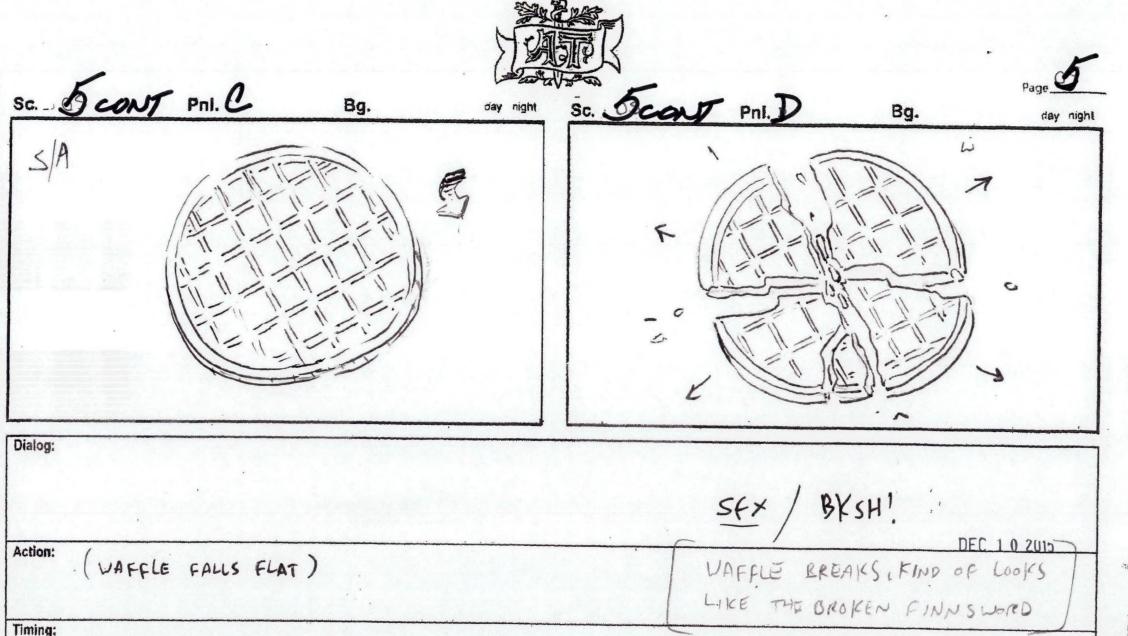
DEC 1 0 2015

2

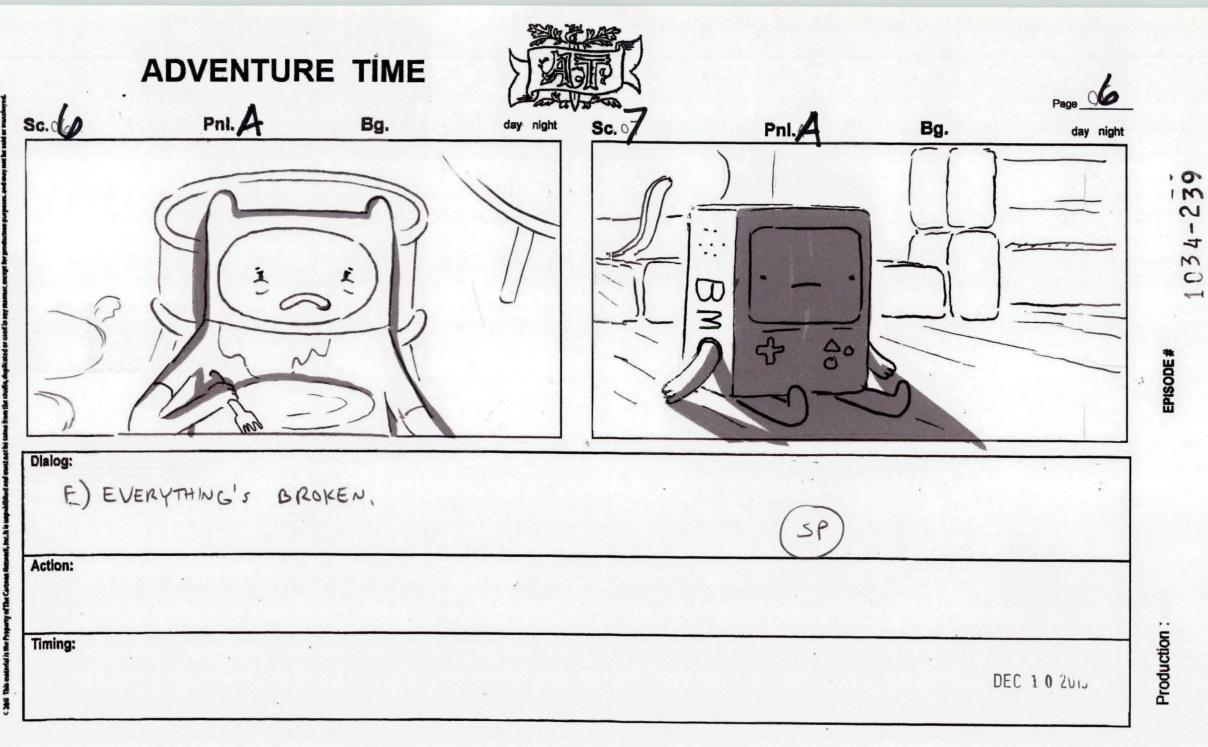
1034

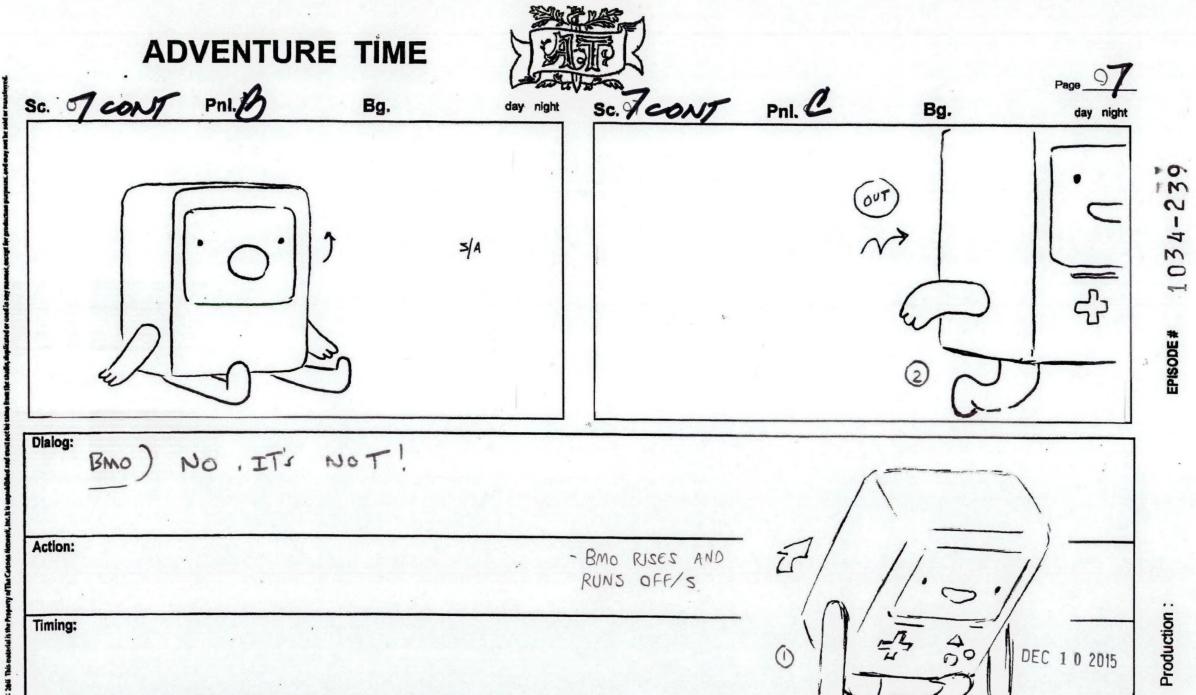


Sc. 6	Pnl.A	Bg.	day night	sc. Scar	Pnl. B	Bg.	day night	EPISODE# 1034-239
Action: Timing:				- WAFFLE	FALLS ON/S.	DEC 102	2015	Production :

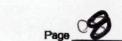


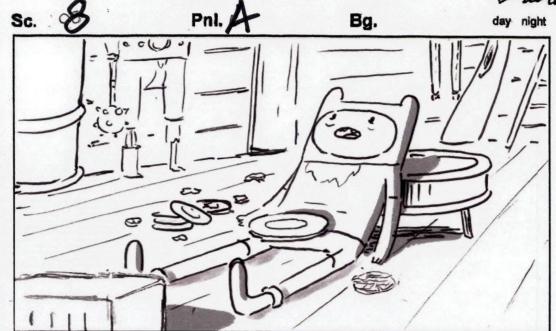
EPISODE#



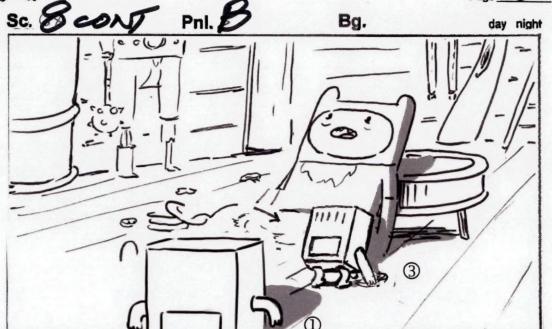








ADVENTURE TIME



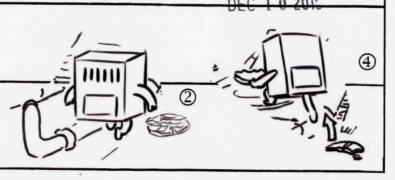
Dialog:

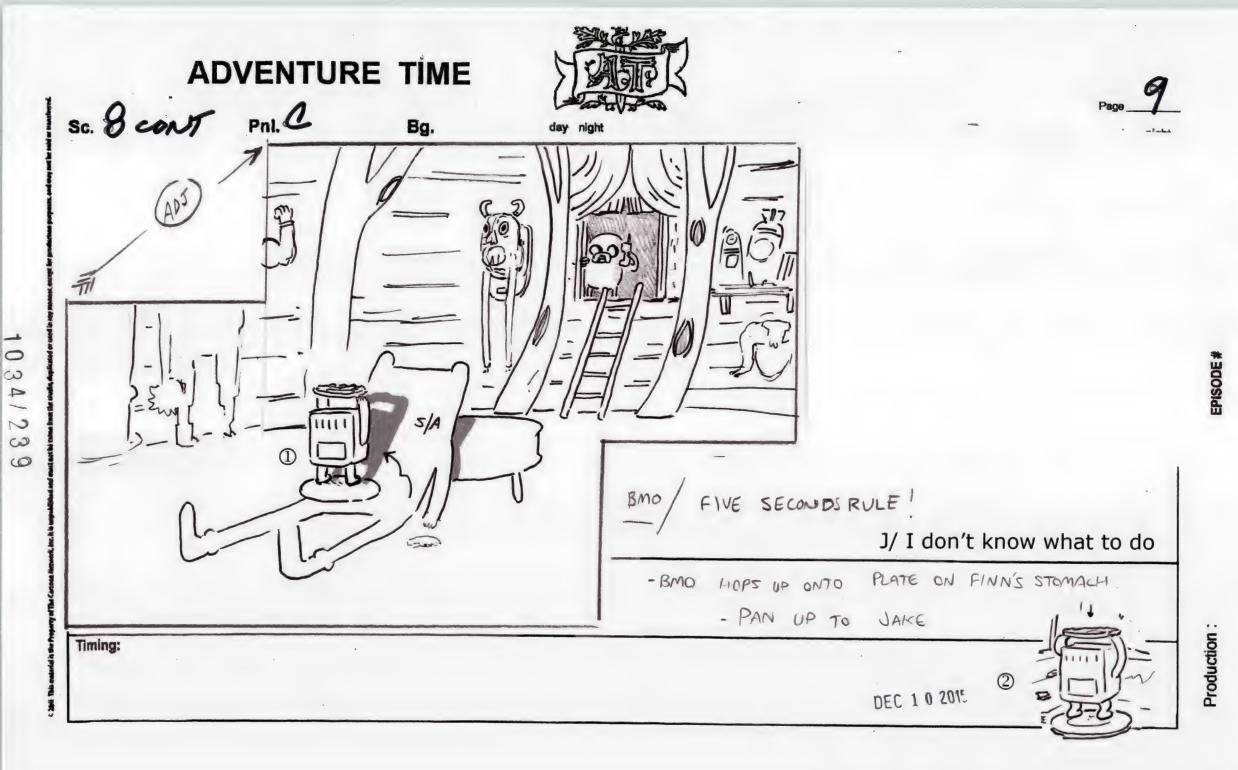
STILL GOOD!

Action:

- BMO RUNS ON/S AND LEANS DOWN TO PICK UP WAFFLE.

Timing:





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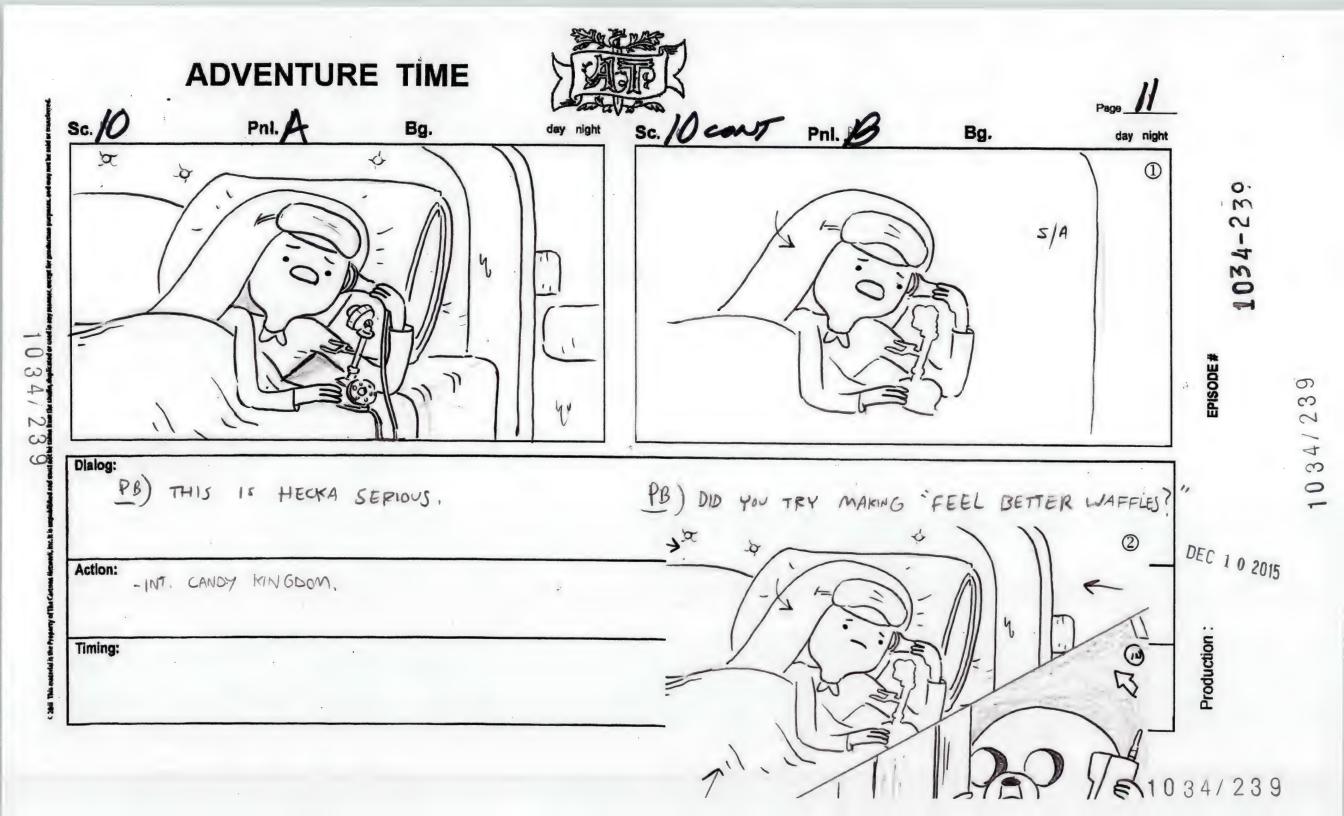
EPISODE #

ADVENTUR	RE TIME		配			- 10
Sc. 9 Pnl. A	Bg.	day night	sc. GLANT	Pnl. B	Bg.	day night
Dialog:			5/A			S/A

THE FINN SWORD.

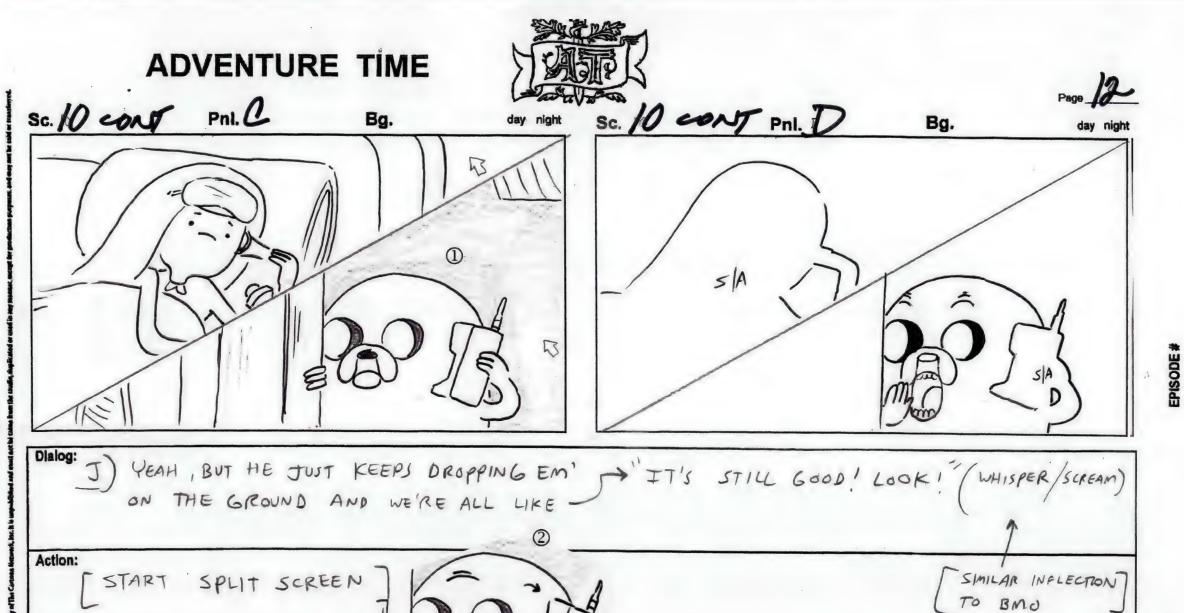
Action:

DEC 10 2016



Timing:

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DEC 1 0 2015

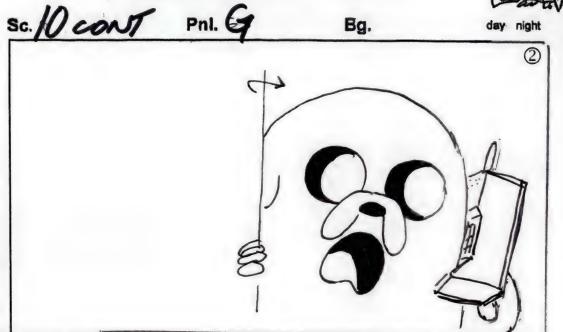


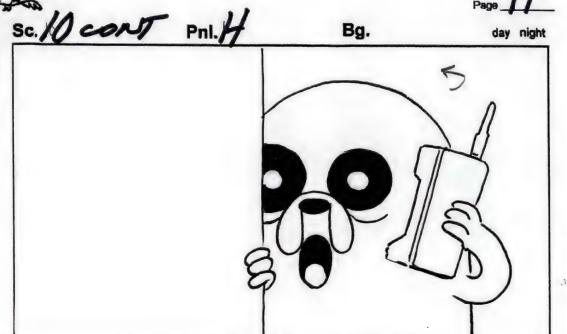
Timing:

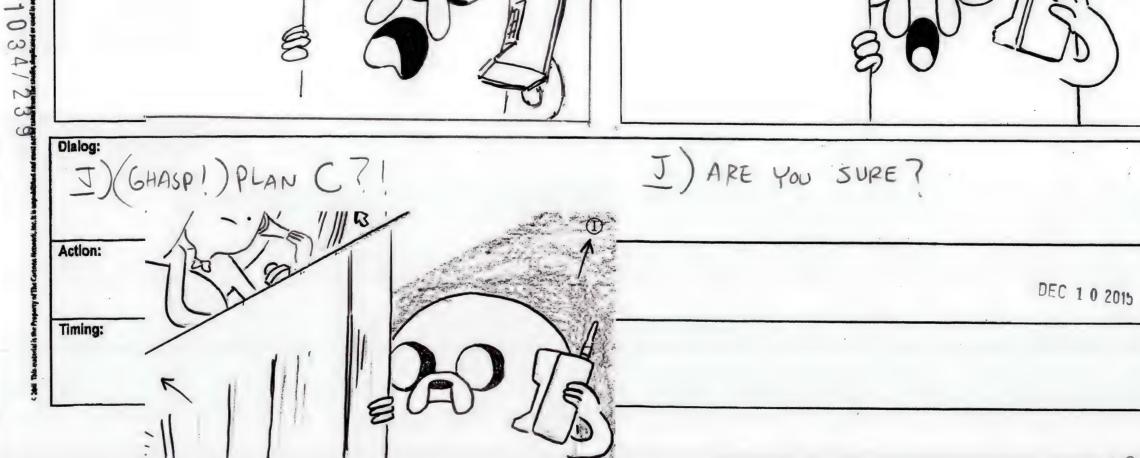
ADVENTURE TIME



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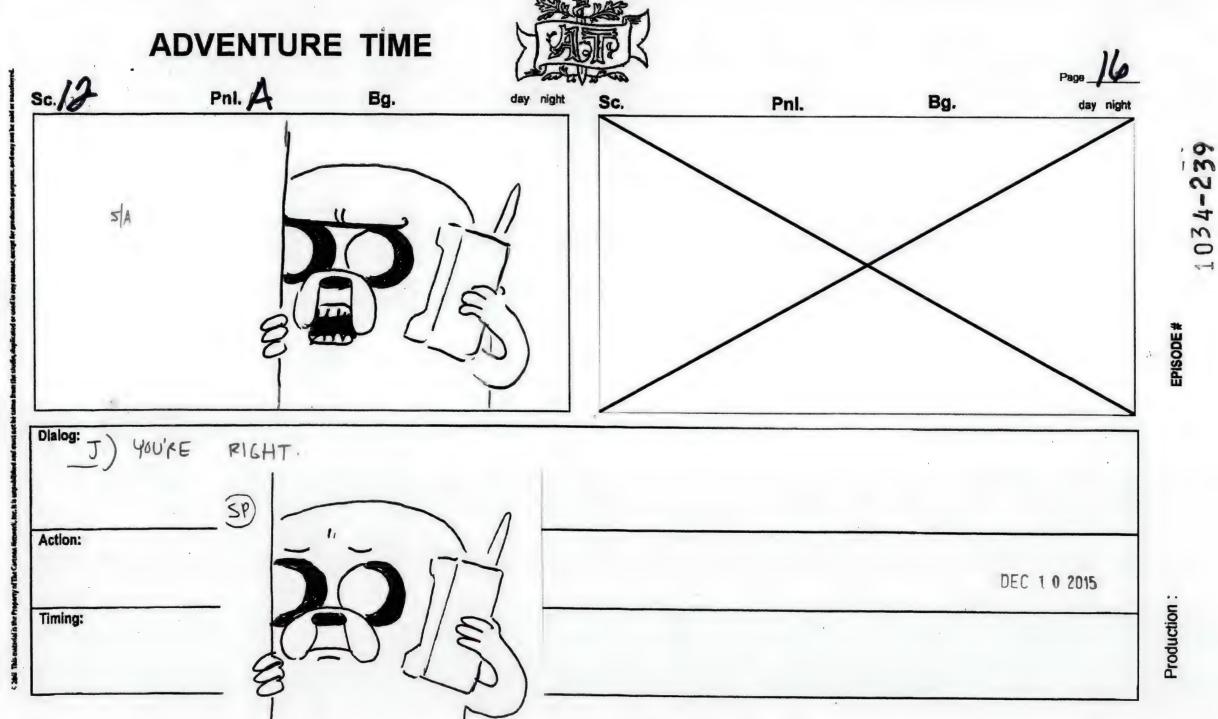


1034-239

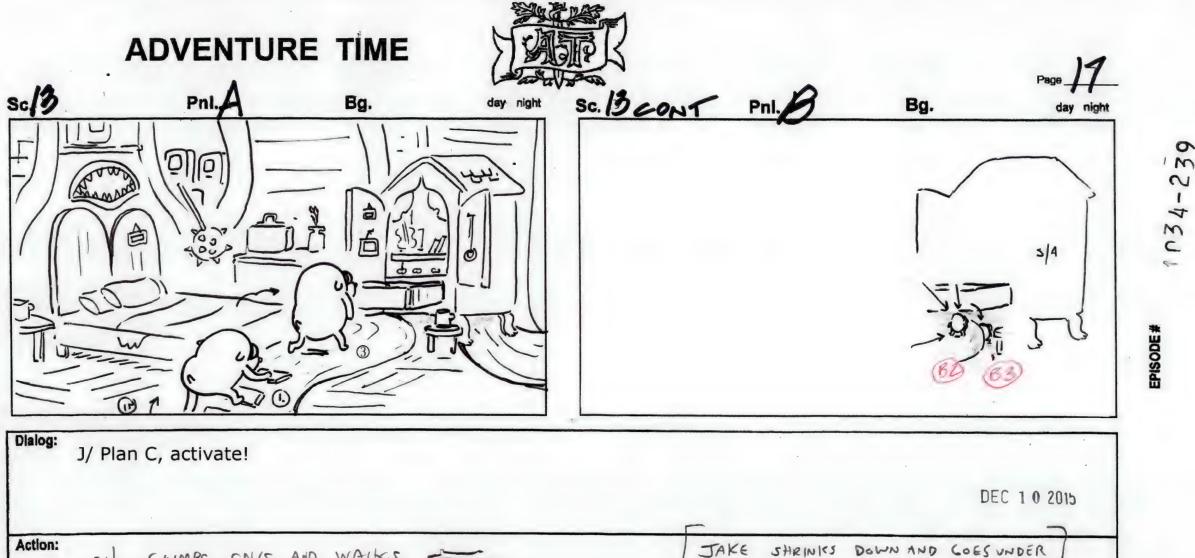
EPISODE#

1034/239

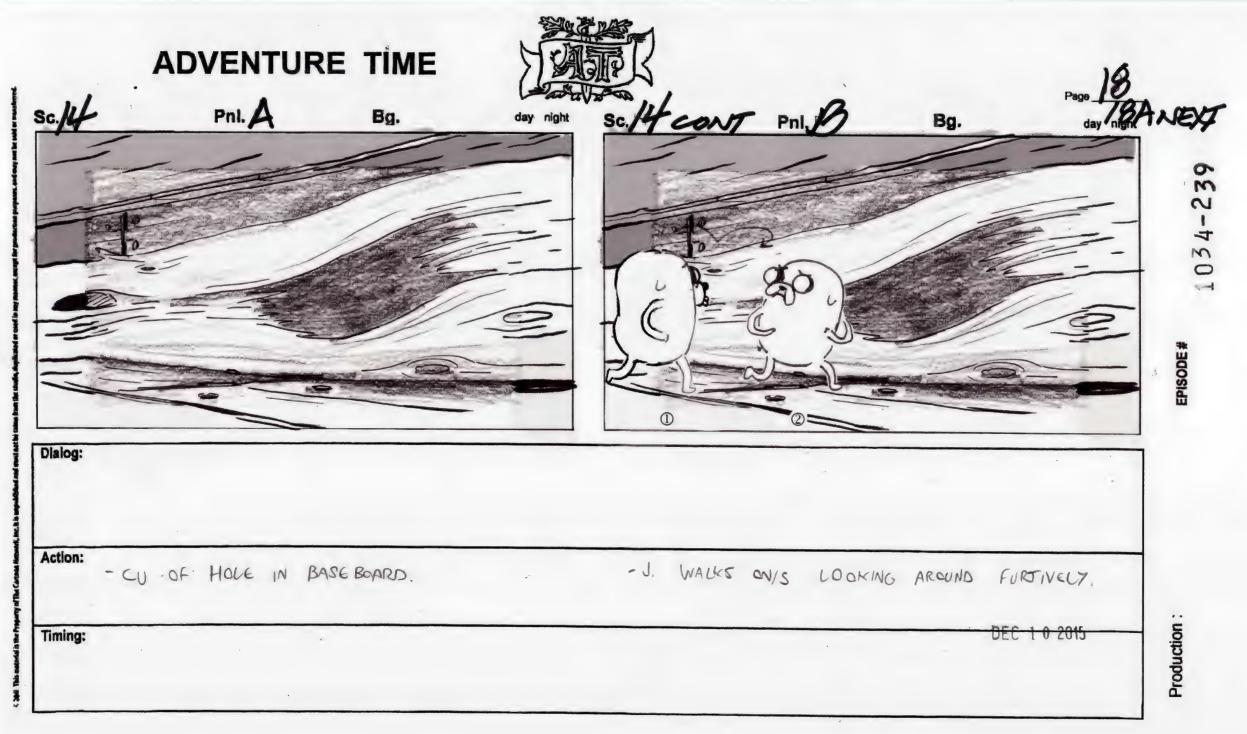
Production:



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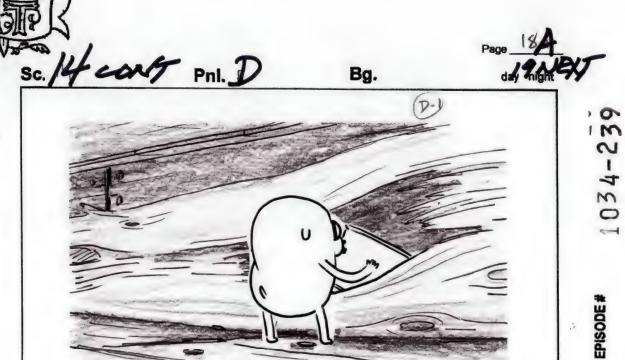
JAKE SHRINKS DOWN AND COESUNDER - J. CLIMBS CN/S AND WALKS HIS BED. TOWARDS BED. (2) Timing:

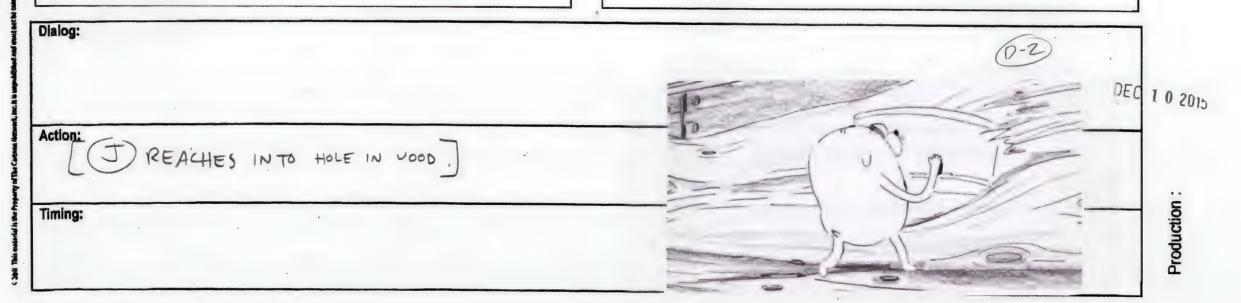


1034-2

ADVENTURE TIME







Action:

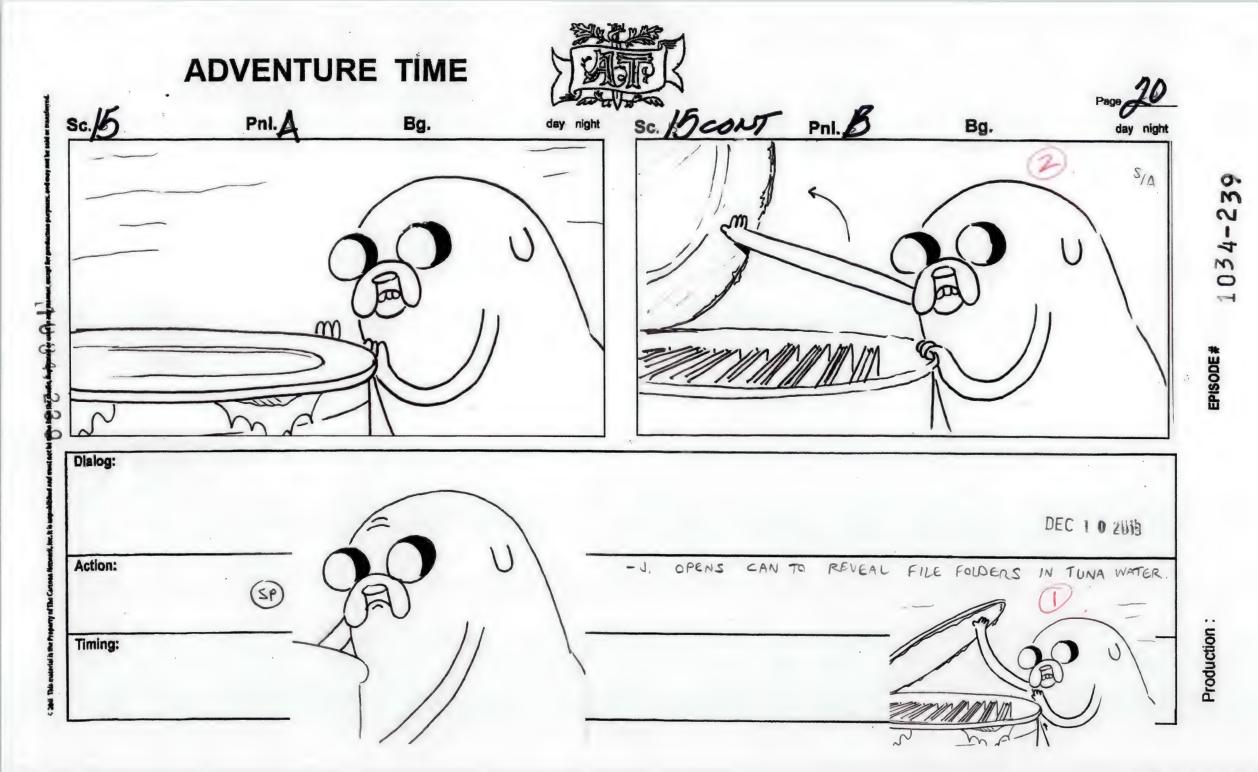
Timing:

-J. SETS DOWN CAN,

· ADJ. W/ A CTON

ADVENTURE TIME Dialog: SFX: * CLUNK *

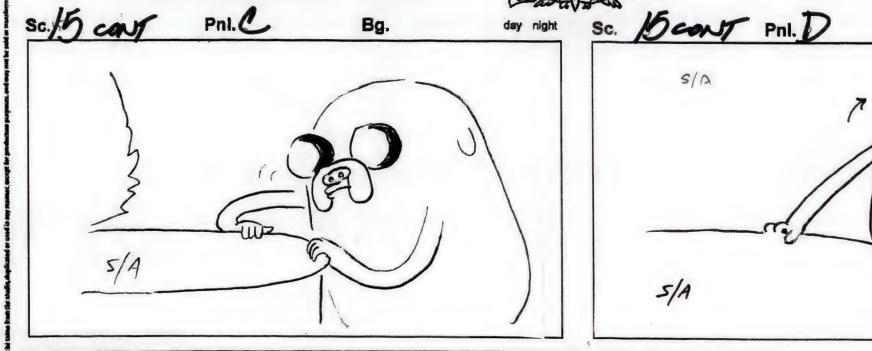
DEC 1 0 2015

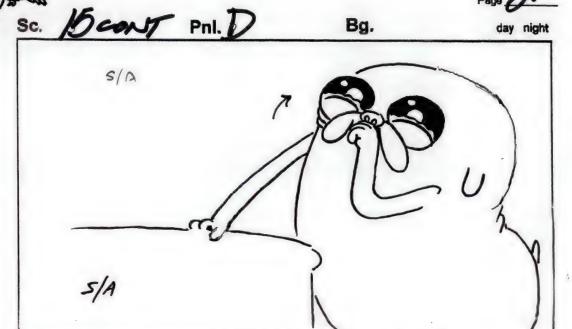


ADVENTURE TIME







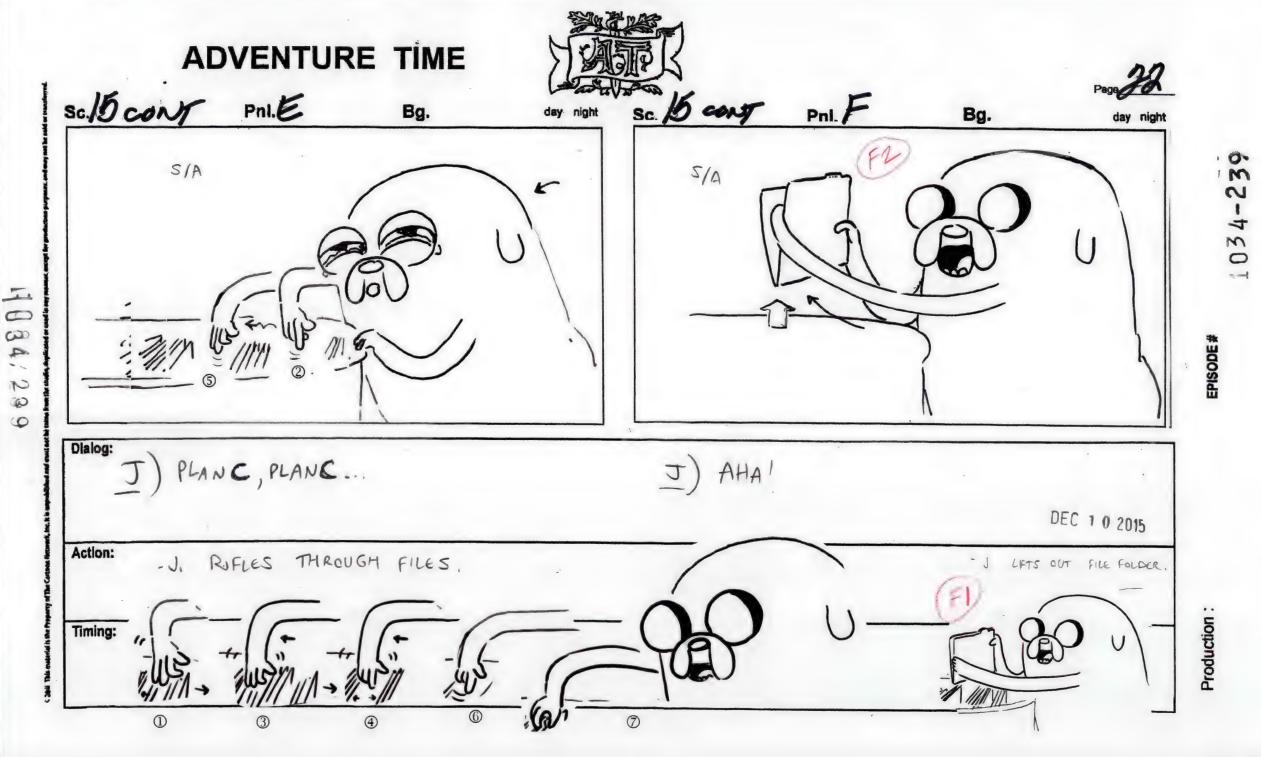


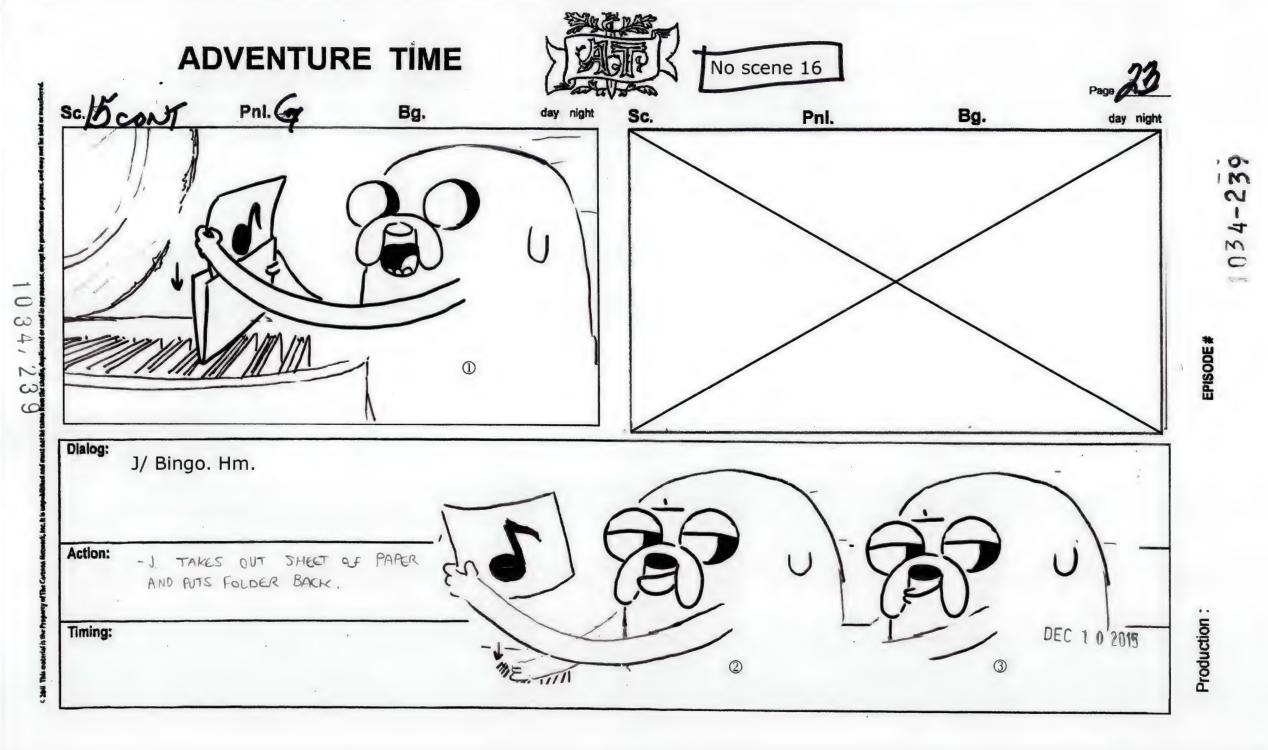
Dlalog: J'SNIFF SNIFF"		J) = 6AG. =			
Action:	•	÷	- J. RECOILS AT THE SMELL, HIS EYES WATER.	DEC 1 0 2015	
Timing:					

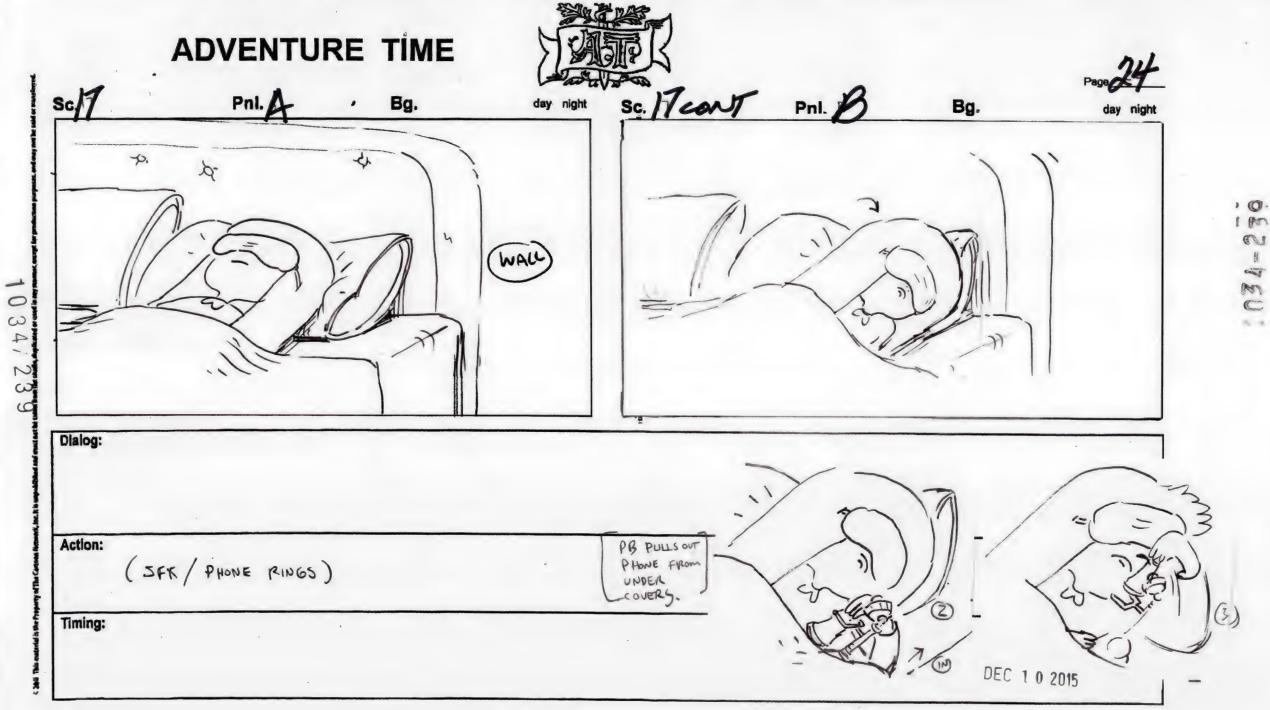
Production:

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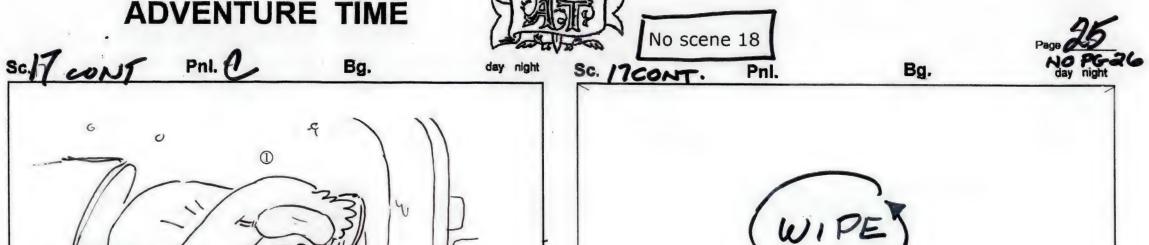
EPISODE#

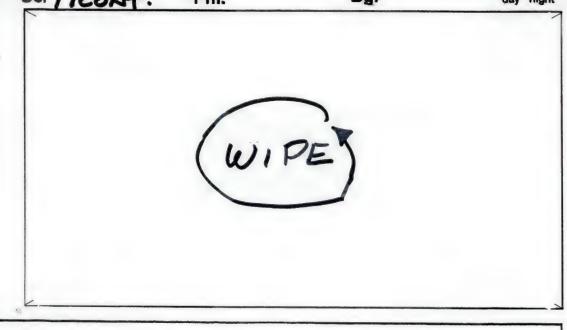
ADVENTURE TIME

1034

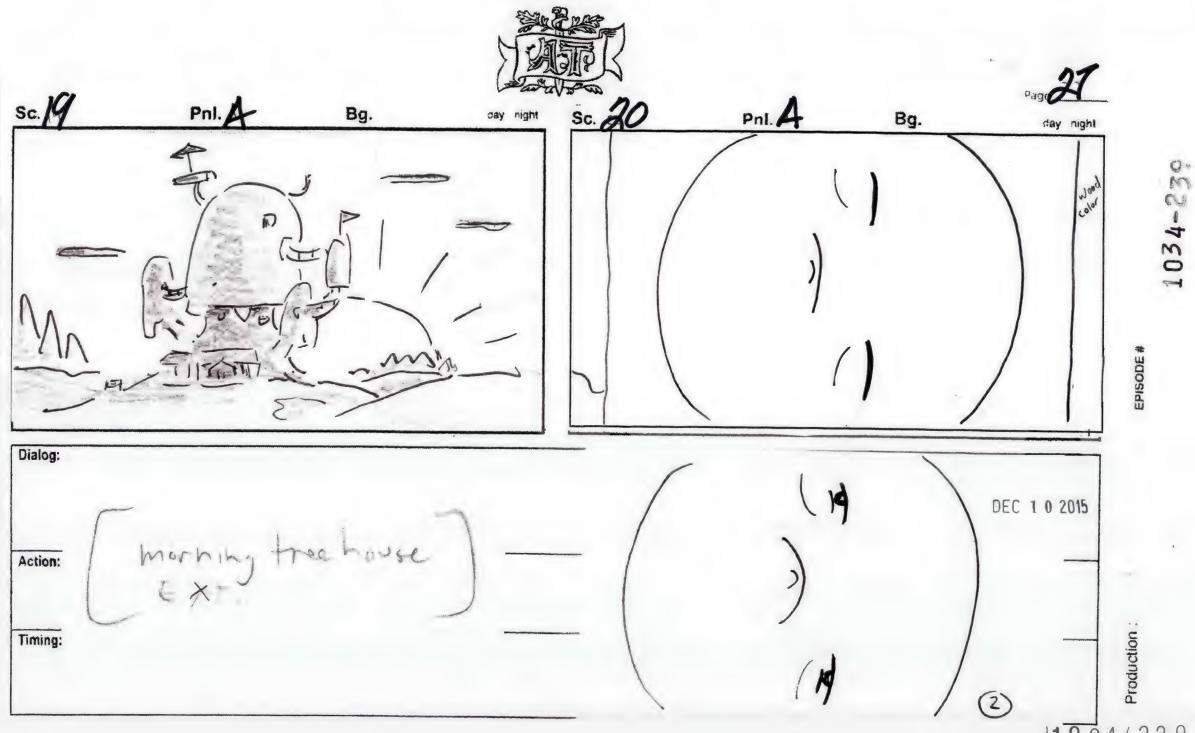
27











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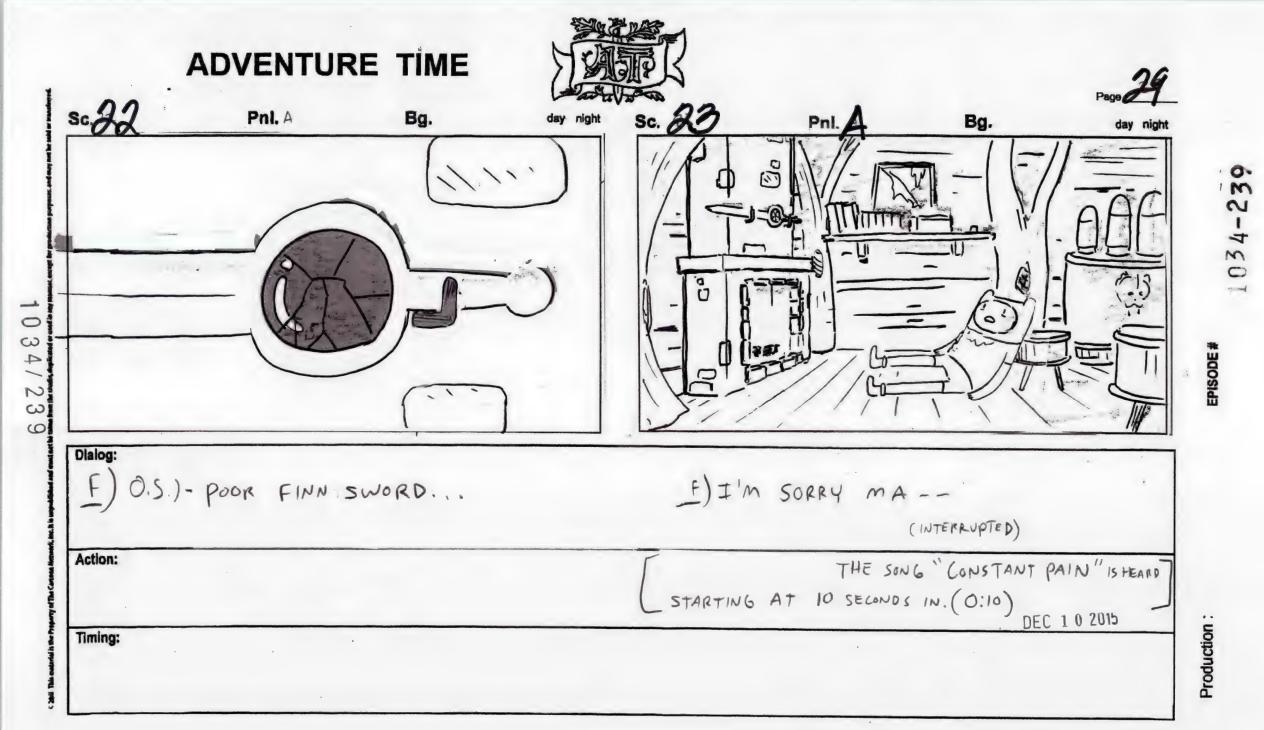
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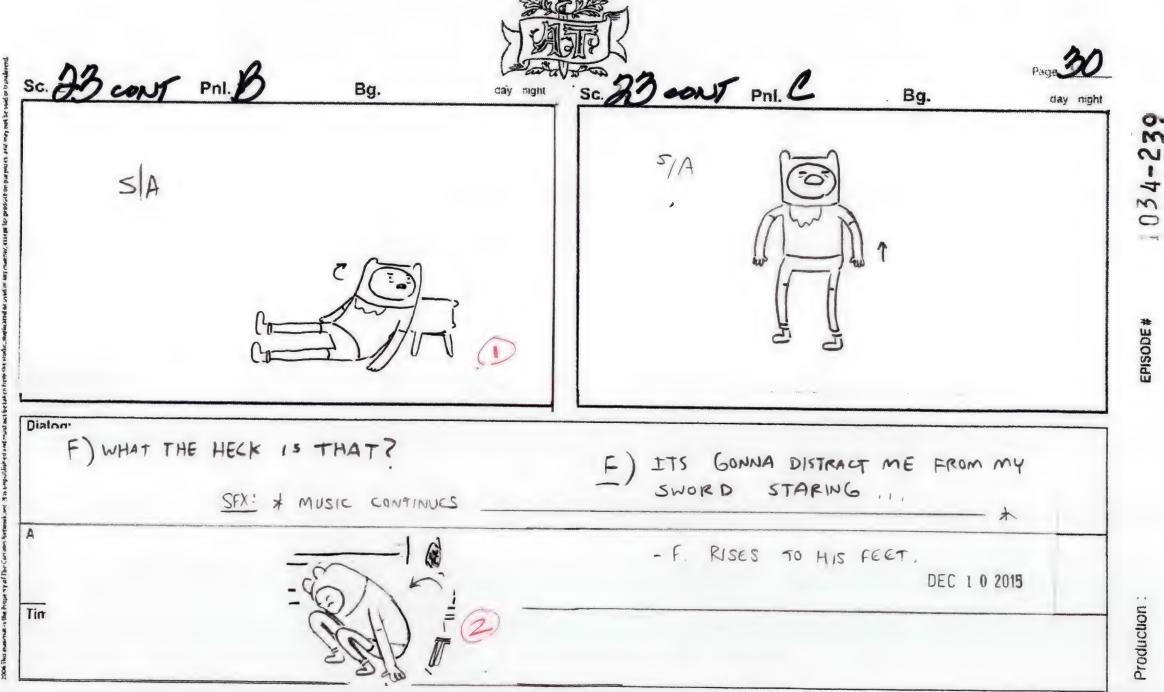
1034-239

EPISODE#

ADVENTURE TIME Scall cont Pnl. A Bg. Pnl. B Bg. (20 Dialog: (F) [SIGH] DEC 1 0 2015 Action: - FINN SITS UP RESUMES STARING Timing: AT THE SWORD.

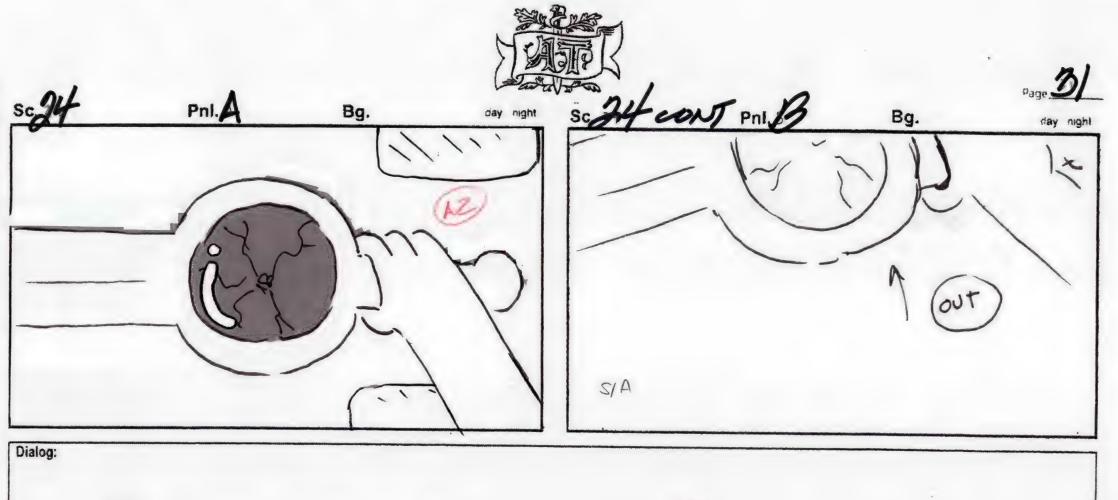
Production:





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SFX: * MUSIC CONTINUES *

Action:

- F. REACHES ON/S TO GRAB SWORD.

DEC 1 0 2015

Production:

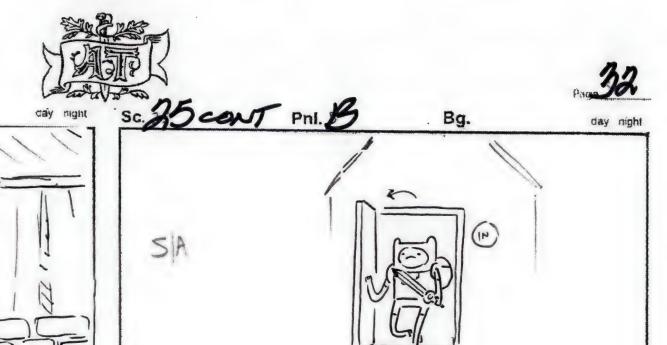
EPISODE #

Timing:

Pnl.

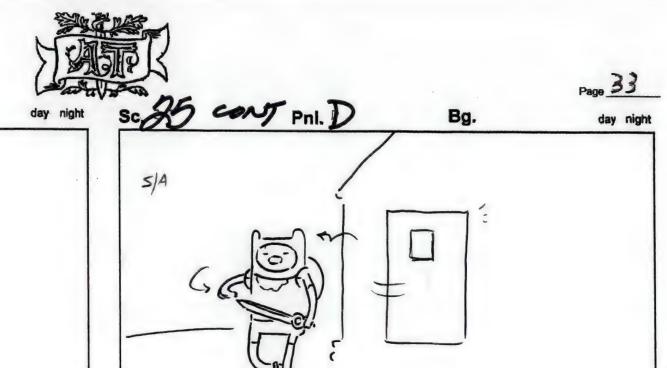
Bg.

111



Dialog:	:		
	SFX: * MUSIC CONTINUES * _		
Action:			
		-f. WALKS OUT OF DOOR	DEC 1 0 2015

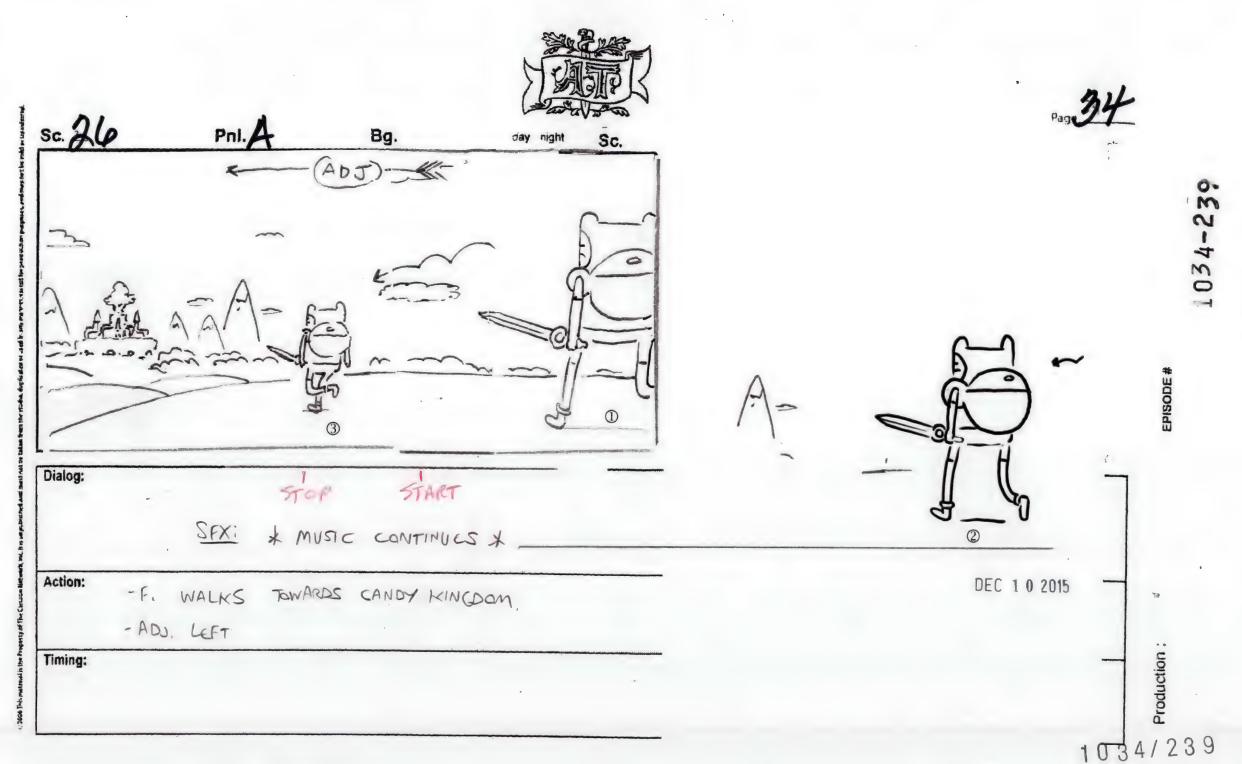
ADVENTURE TIME

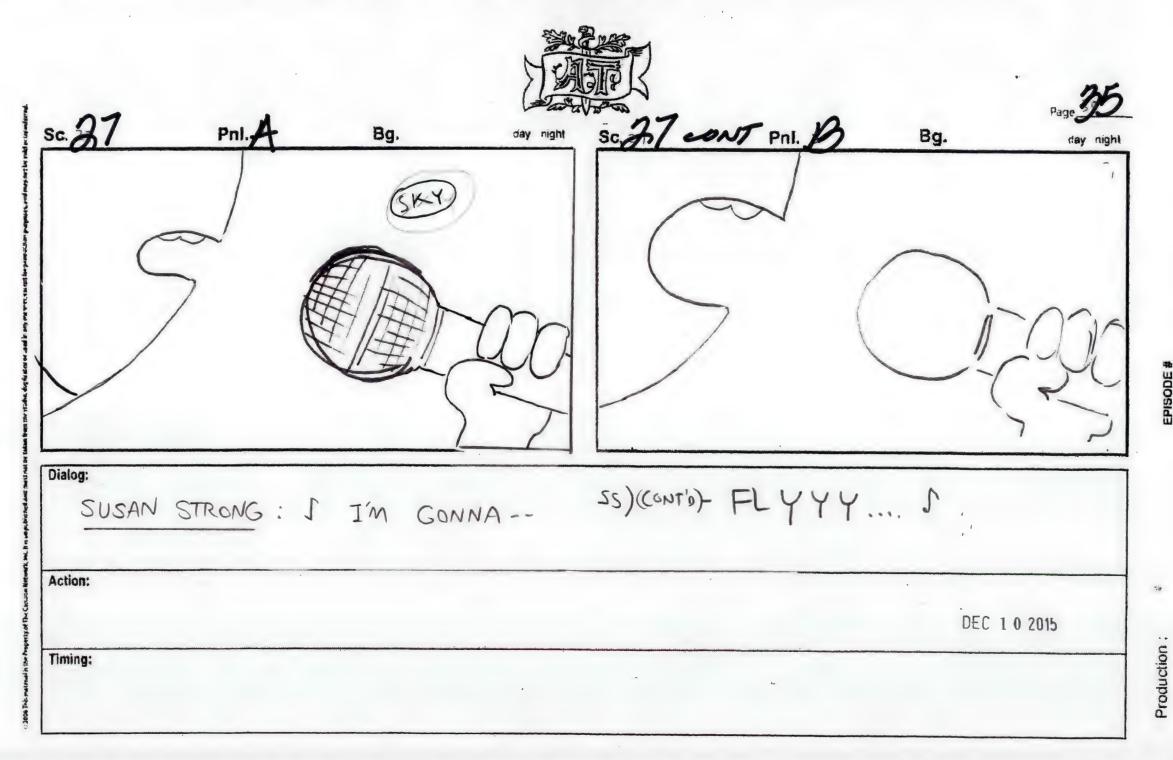


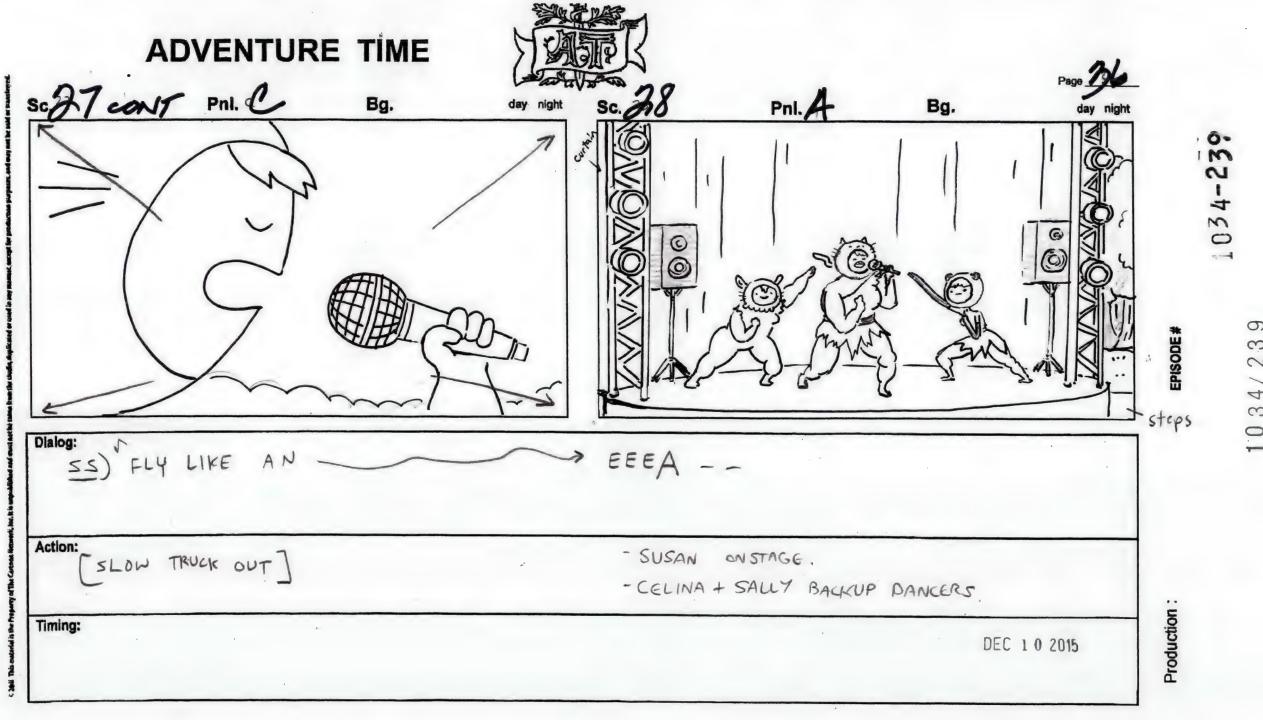
Sc. 25 cont	Pnl. C	Bg.	day night
S/A			

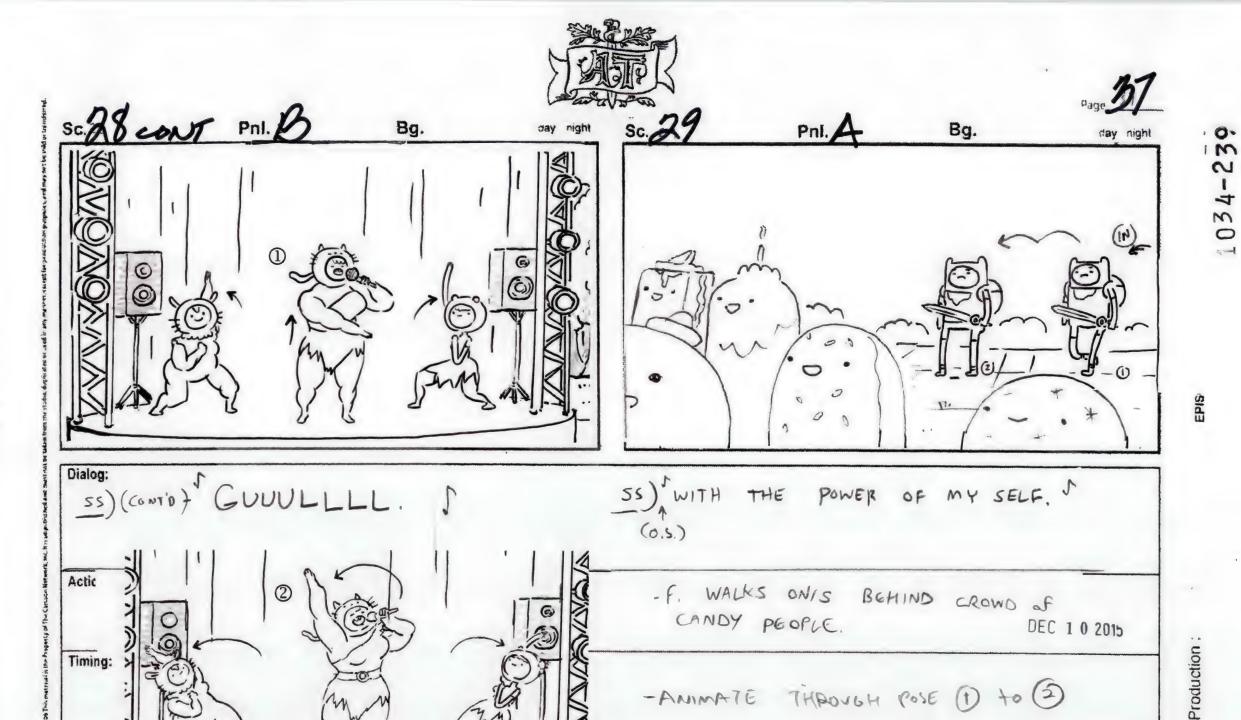
F) BETTER	TRACK DOWN THE SOURCE AND KILL IT.	
	SFX: * MUSIC CONTINUES *	
Action:	(F) SHUTS	DOOR BEHIND HIM.)
Timing:		DEC 1 0 2015

EPISODE#









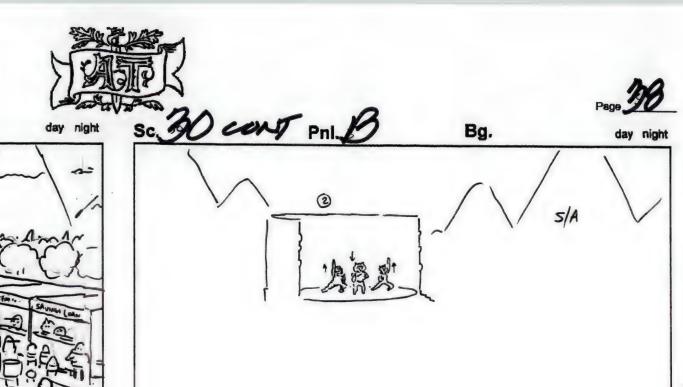
-ANIMATE THROUGH POSE 1) to 2

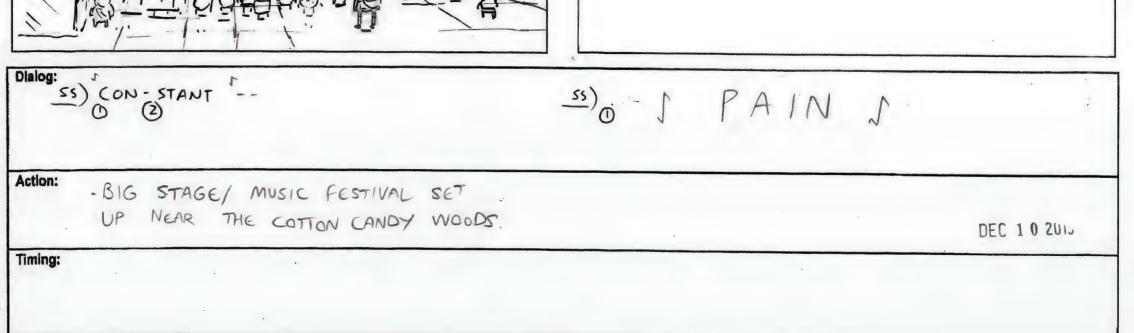
EPISODE#

ADVENTURE TIME

Bg.

Pnl.

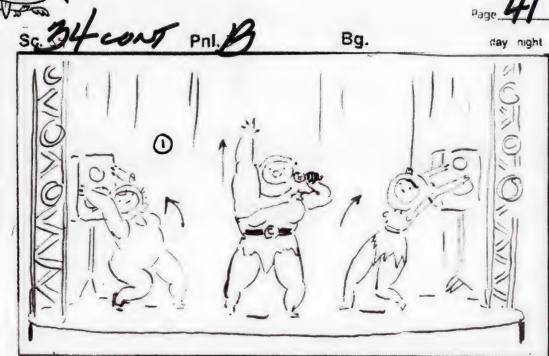




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Sc.33 Pnl. A Bg.	cay night Sc. 33 cart Pnl. B Bg. day night
Dialog: (0/5) SS) GET	THE DUST OFF MYSELF.
Action: - TRUCK IN ON FINN. Timing:	- TRUCK IN ON FINN [LIP QUIVER] DEC 1 0 2015



Production:

Action:

Timing:



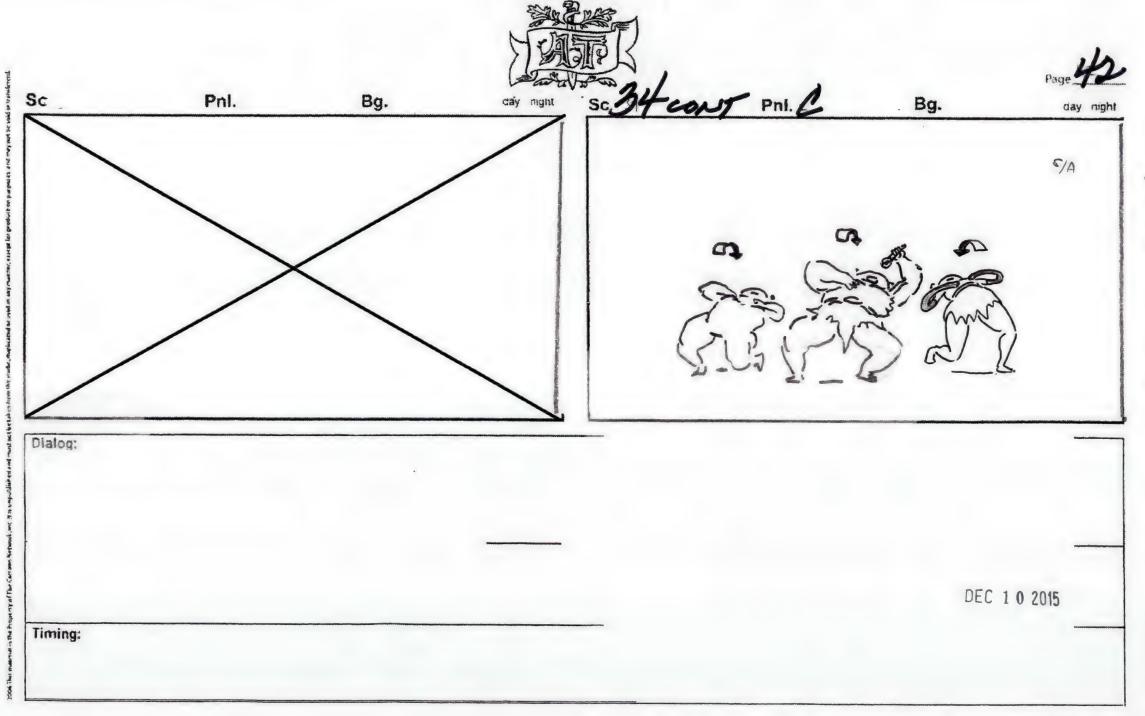
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EPISODE #

Production:

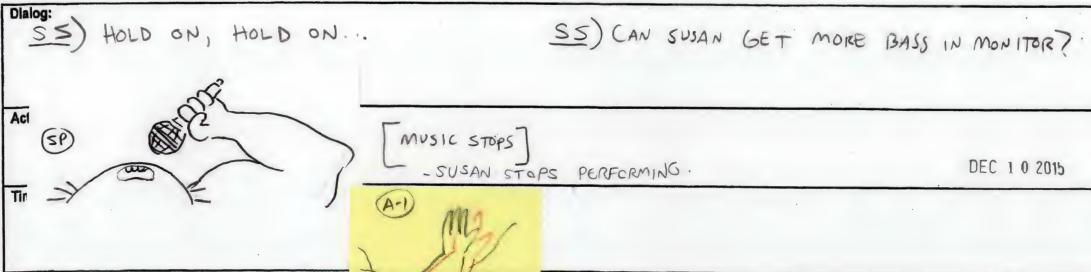


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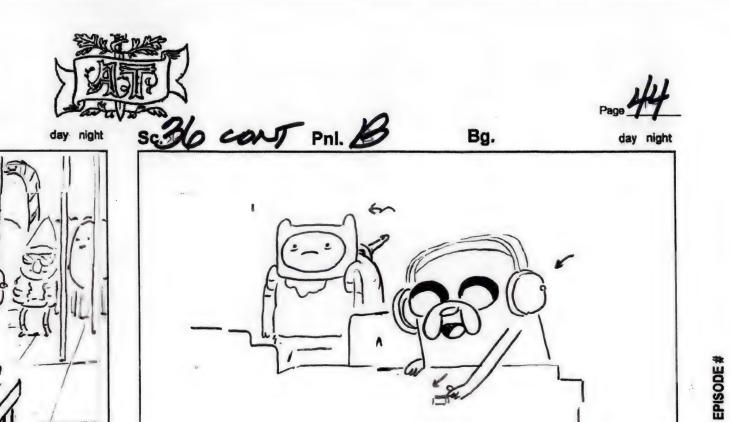




ADVENTURE TIME

Bg.

Pnl.





Production:

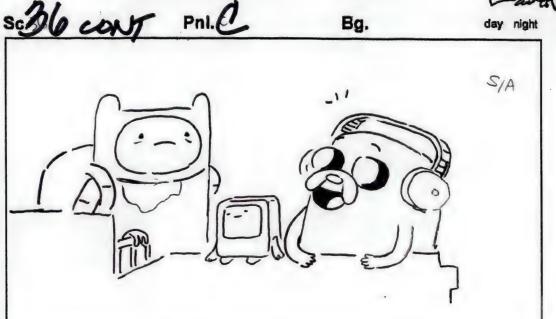
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DEC 1 0 2015

ADVENTURE TIME



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Sc. 310 cans Pnl. D Bg. day night

Dialog: J) OH HEY BUDDY!

Action: -F. WALKS UP TO JAKE + BMO.

Timing:

Production:

EPISODE#

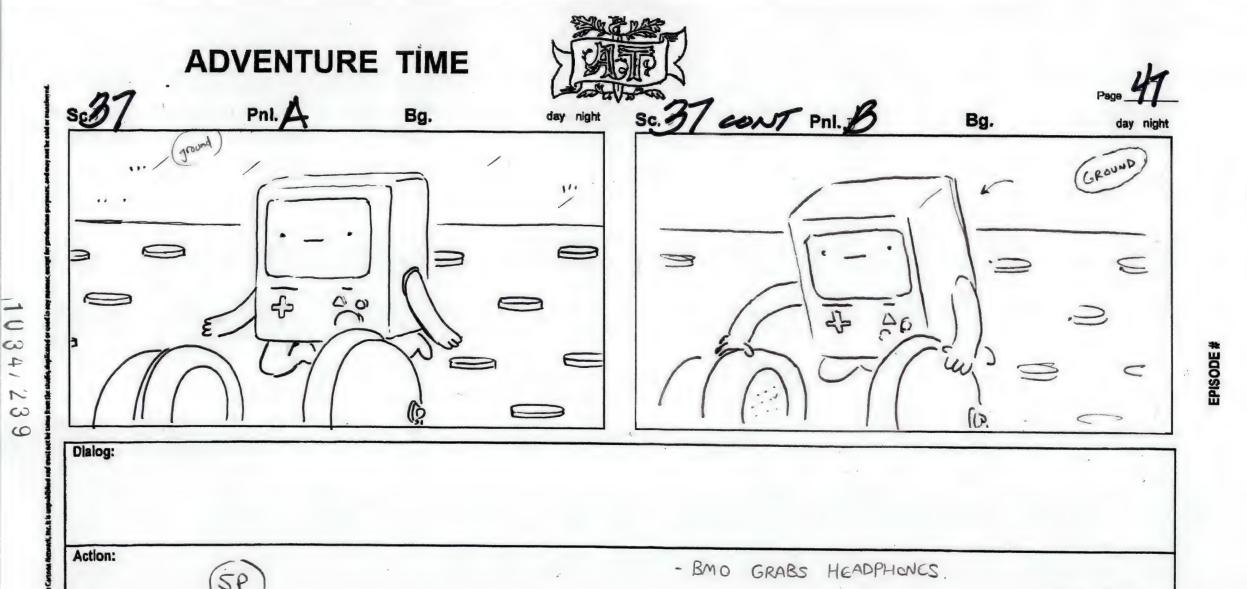
1034/239

DEC 1 0 2015

Timing:

ADVENTURE TIME sc36 cont Pnl.E Bg. Bg. Pni. SIA Dialog: Action: TAKES OFF HEADPHONES. DEC 1 0 2015

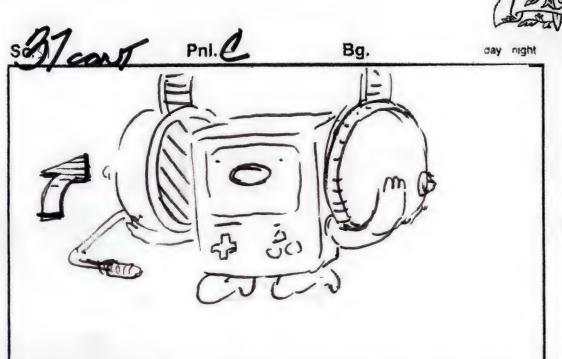
Production:



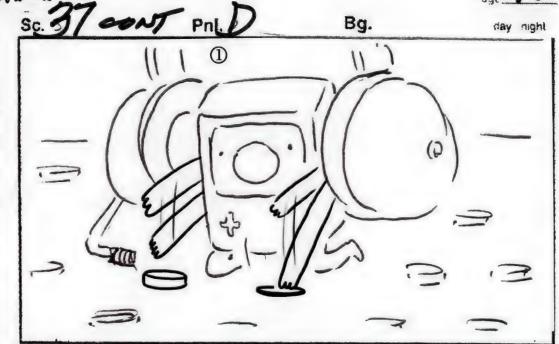
Timing:

Production:

DEC 1 0 2015



-BMO PUTS ON HEADPHONES.



Dialog:

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9

BMO/WE'RE GOING LIVE IN DEC 10 2015

BUTTON MASHING)

EPISODE #

Timii

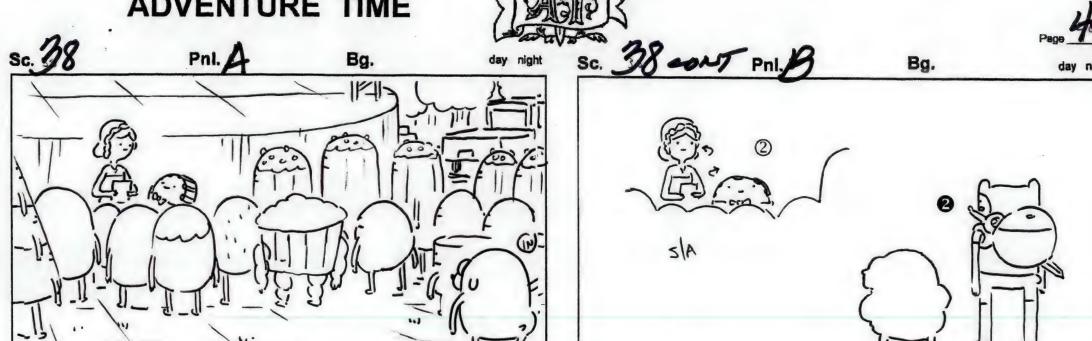
Actic

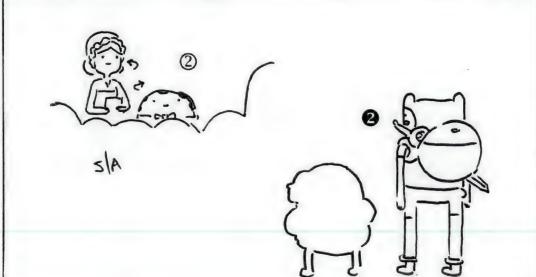
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ADVENTURE TIME









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0

F) WHAT IS THIS? A CONCERT?

DEC 1 0 2015

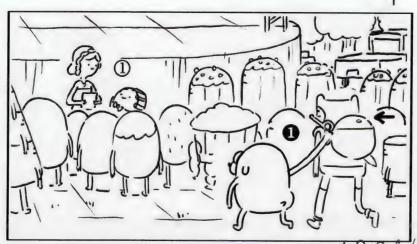
Action:

Dialog:

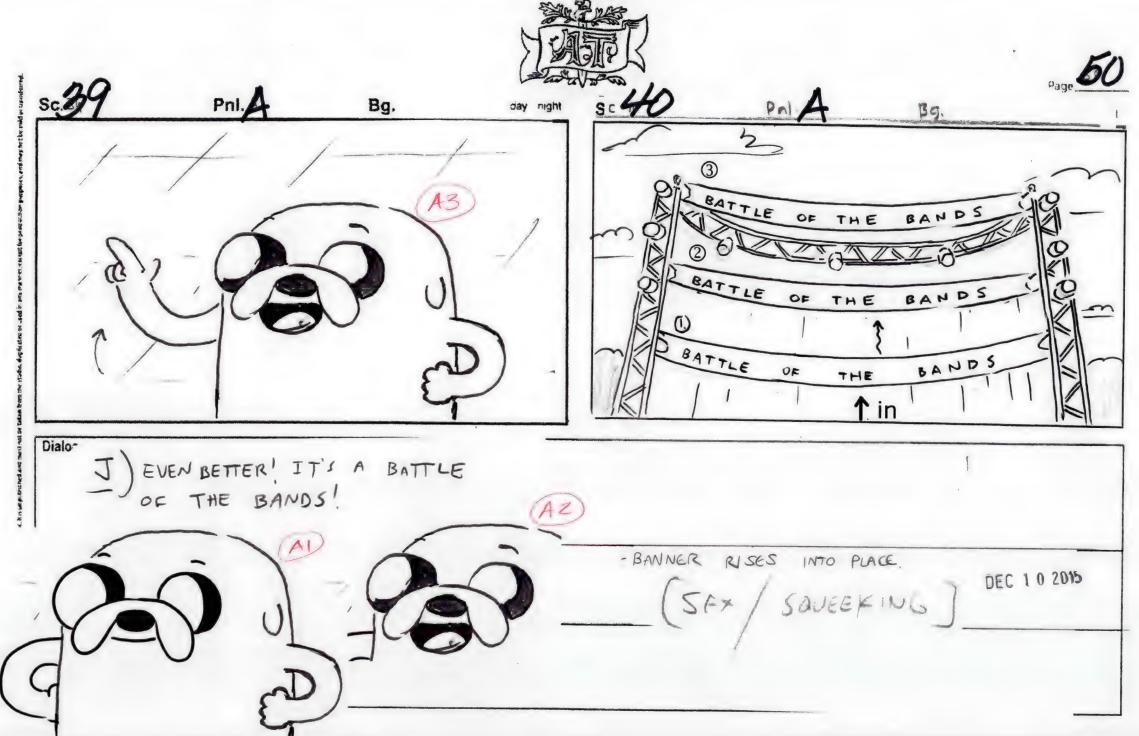
- F. WALKS ON/S.

- PB + PEPBUT LOOK TOWARDS FINN.

Timing:



EPISODE #

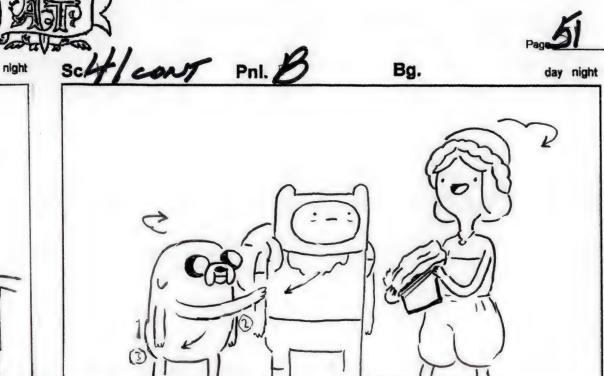


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N (U)



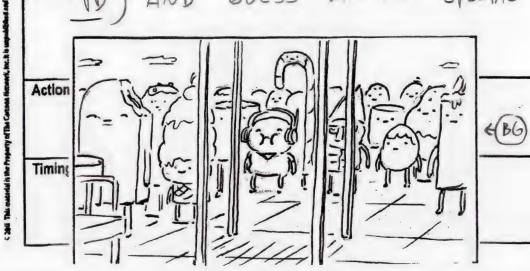


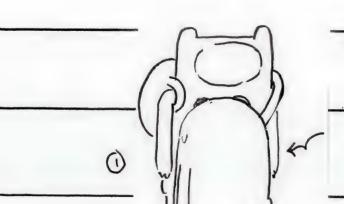




ADVENTURE TIME

Bg.



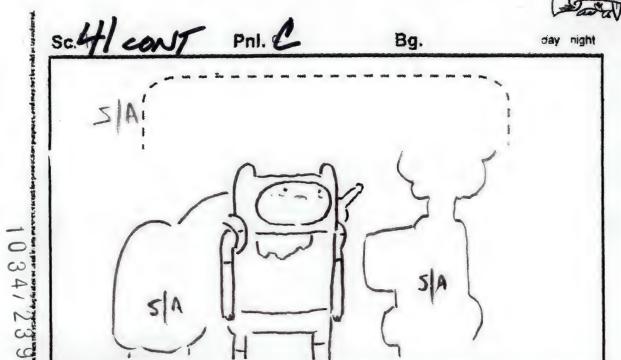


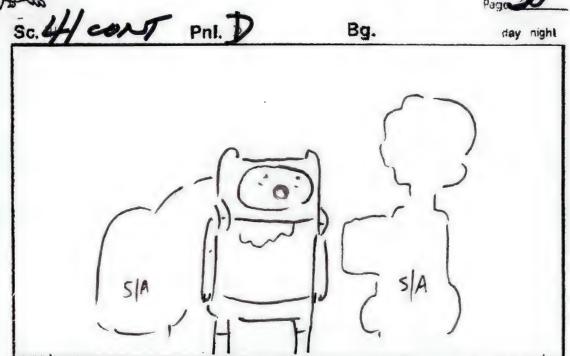
- PB + J. CIRCLE FIREY 1 0 2015

Production:









Dialog: F) DONNY? Action Timing

DEC 1 0 2015

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Dialog:

No YOU ARE!

Sc. 4/ CONT Pril. E

Bg.

Action:



Timing:

DEC 1 9 2018

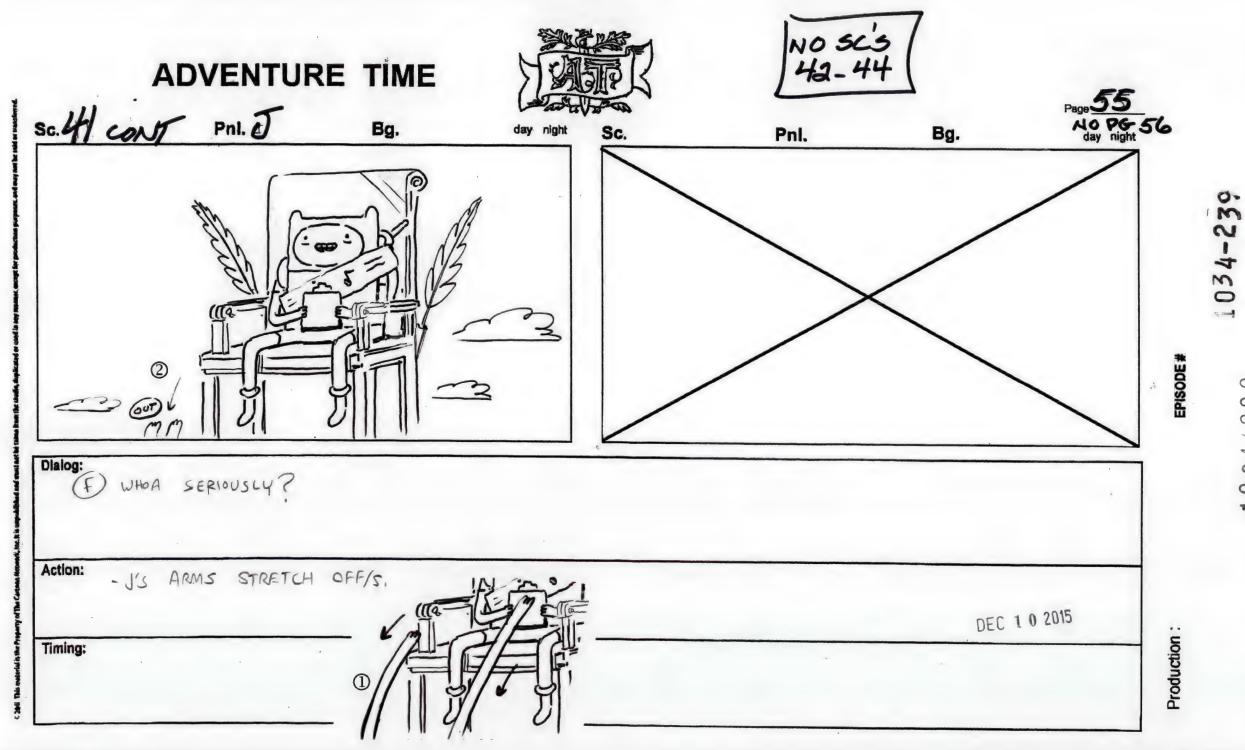
034-239

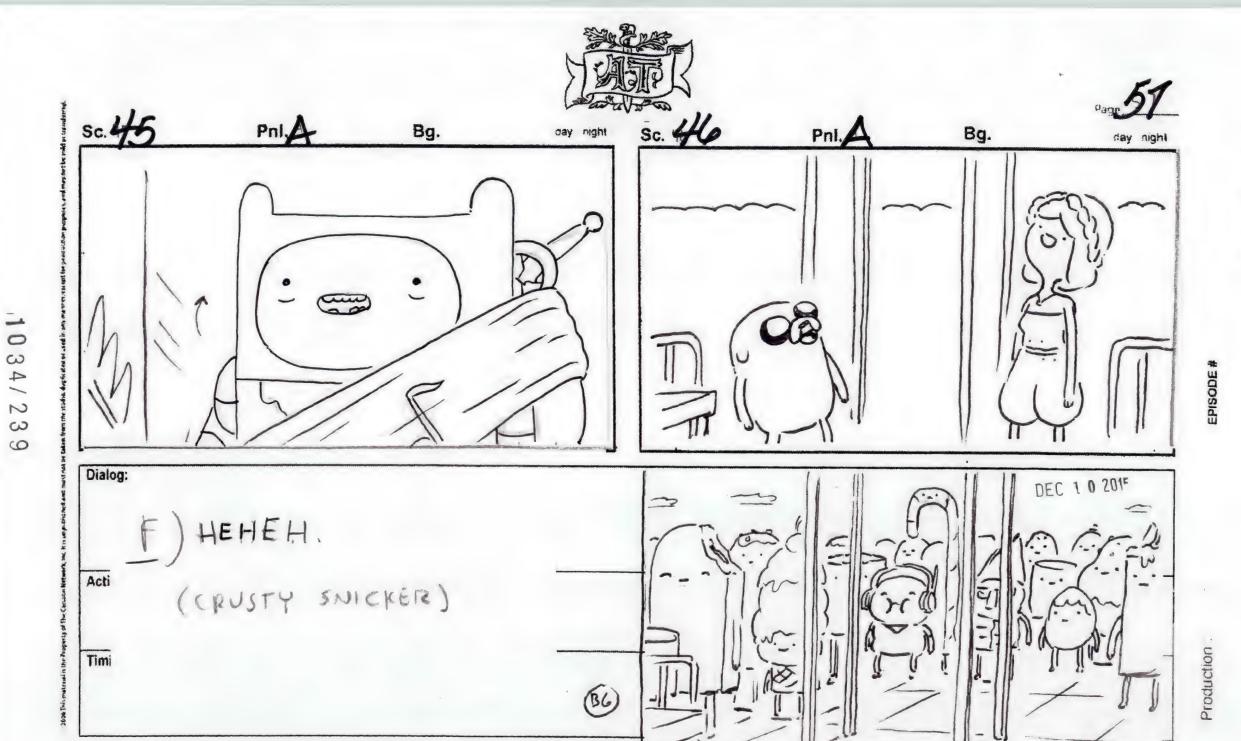
sc.44	cont Pnl. G	Bg.	day night
		57	
Dialog:	E, - pd 1-1	-1-1	
Action:	- (B) HANDS (E)	7	
Timing:		7	



DEC 1 0 2015

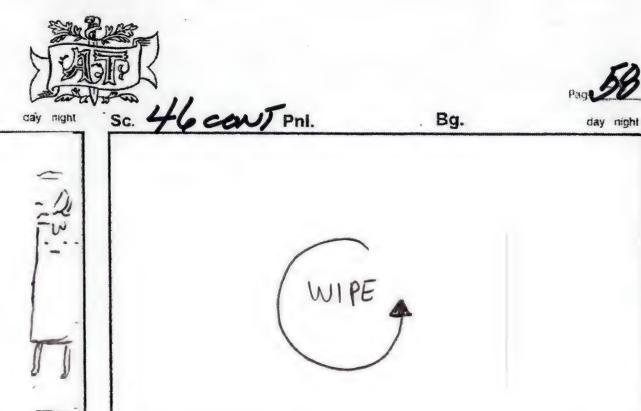
ADVENTURE TIME Sc. HI CONT PNI. H Bg. STOP EPISODE # START - J. LIFTS FINN UP TO HIGH CHAIR Production:





Sc. He cont Phil

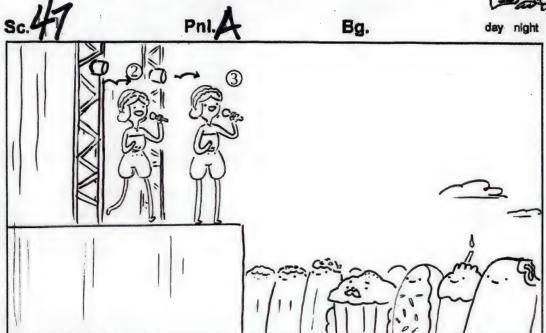
Bg.



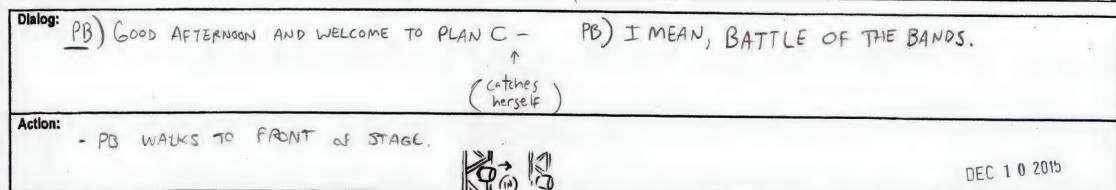
(J) & (PB) / IT'S WORKING!! (LOUD WHISPER)	
- DOUBLE THUMBS UP.	DEC 1 0 2015
ng:	

ADVENTURE TIME





Sc. 47 cont Pol. B Bg.



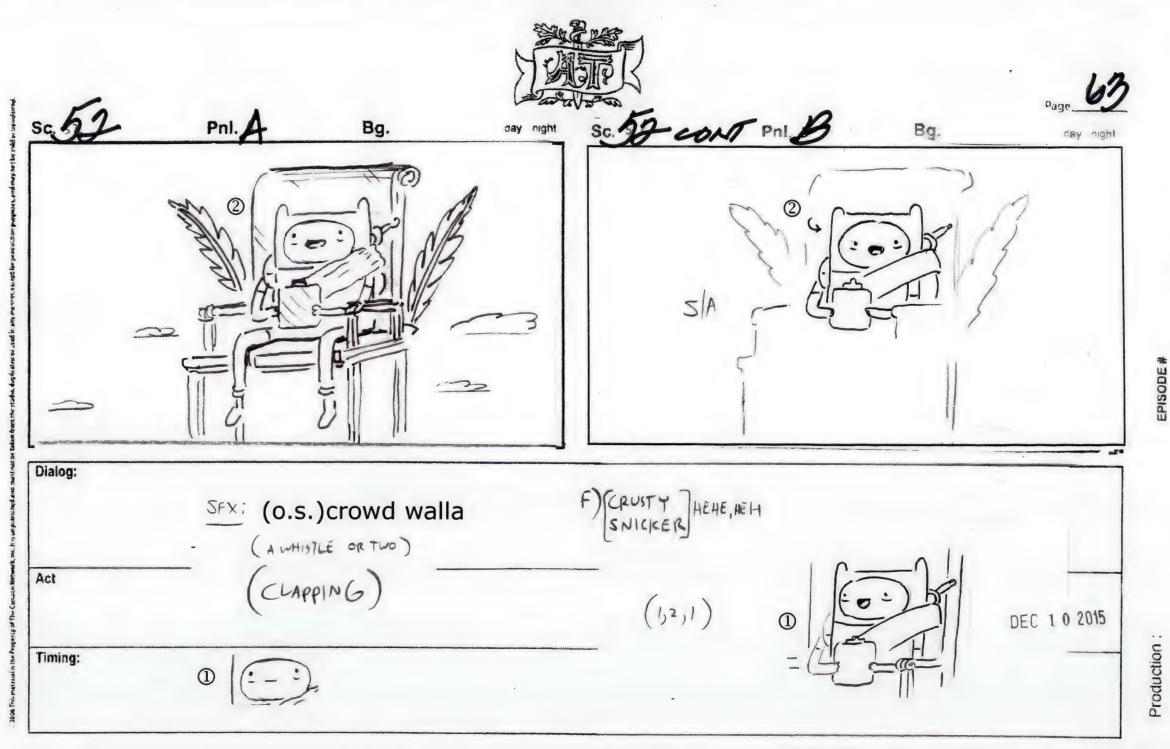
Timing:

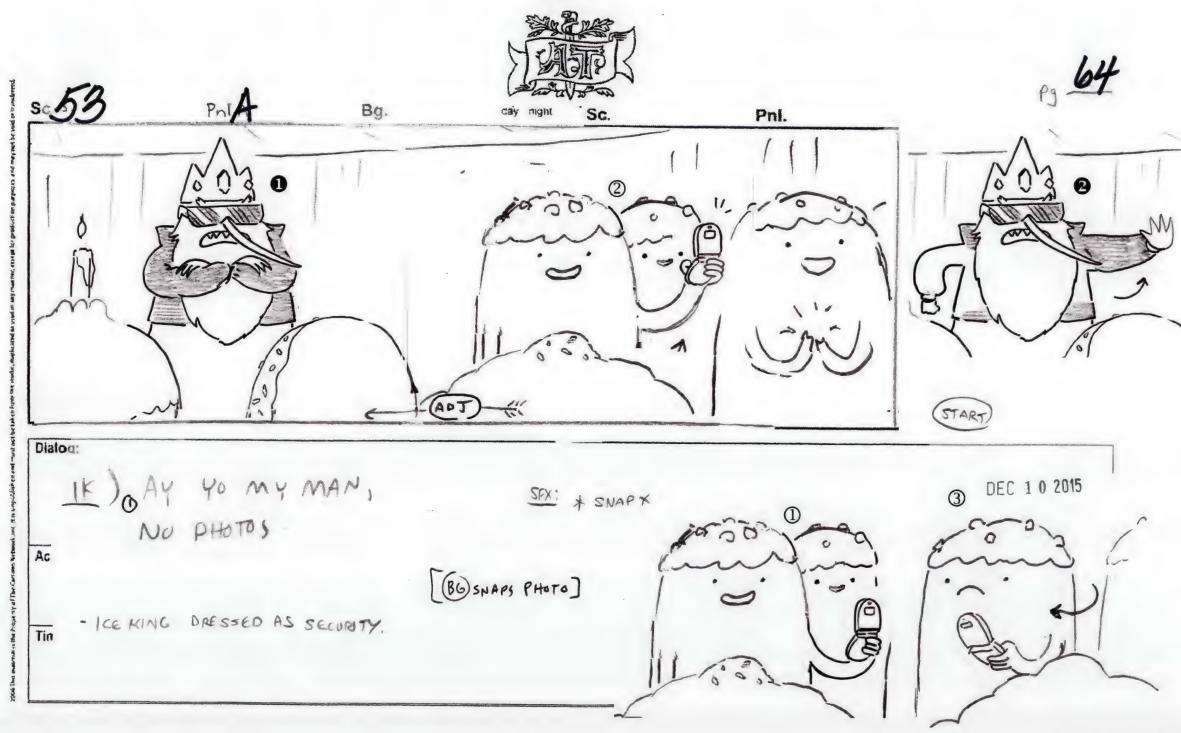
Production:

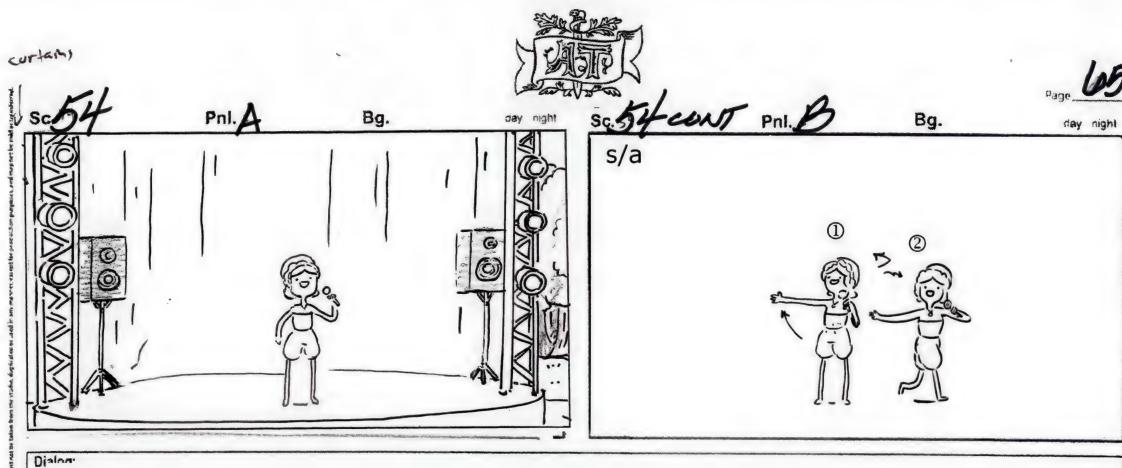
EPISODE#

EPISODE #









Please welcome OUR FIRST CONTESTANTS TO THE STAGE ...

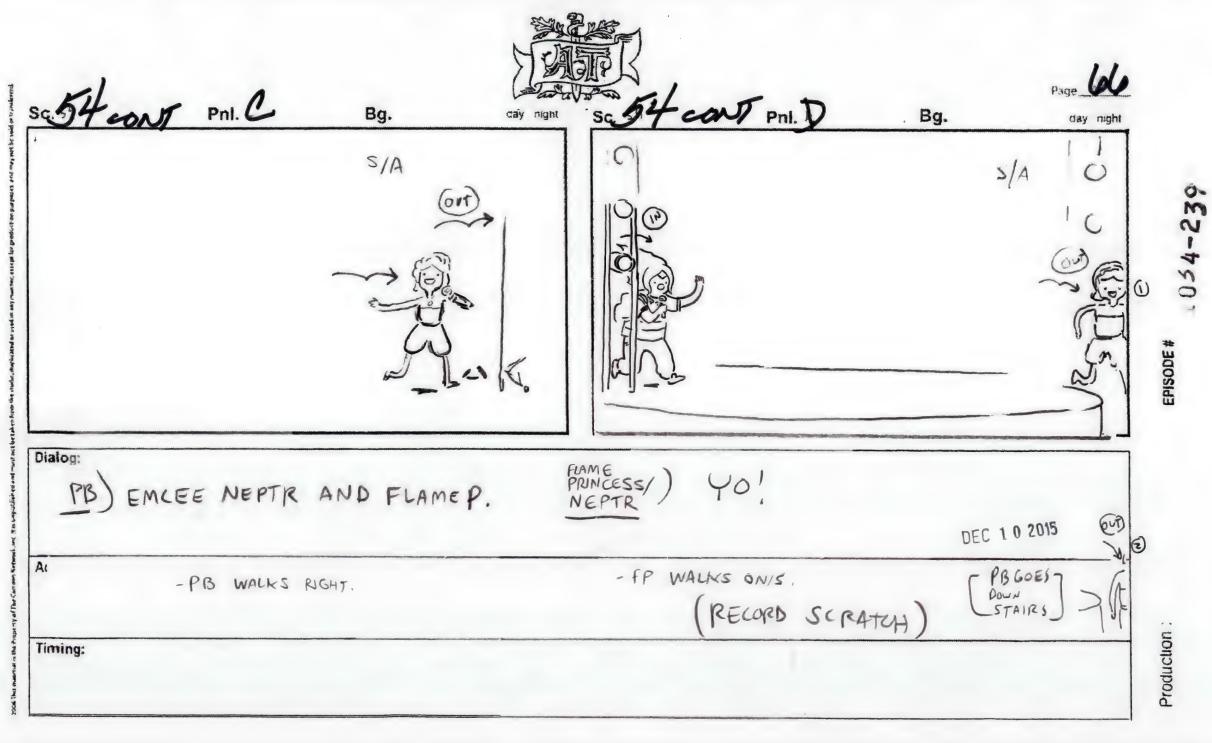
DEC 1 0 2015

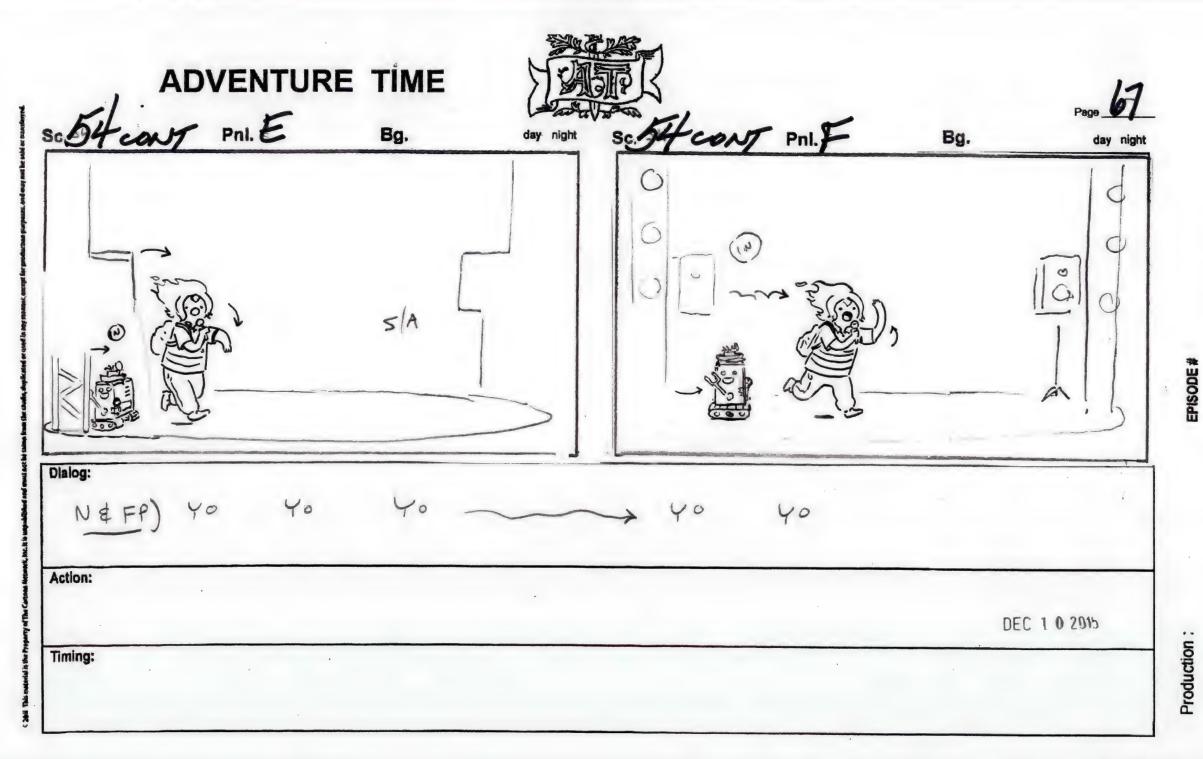
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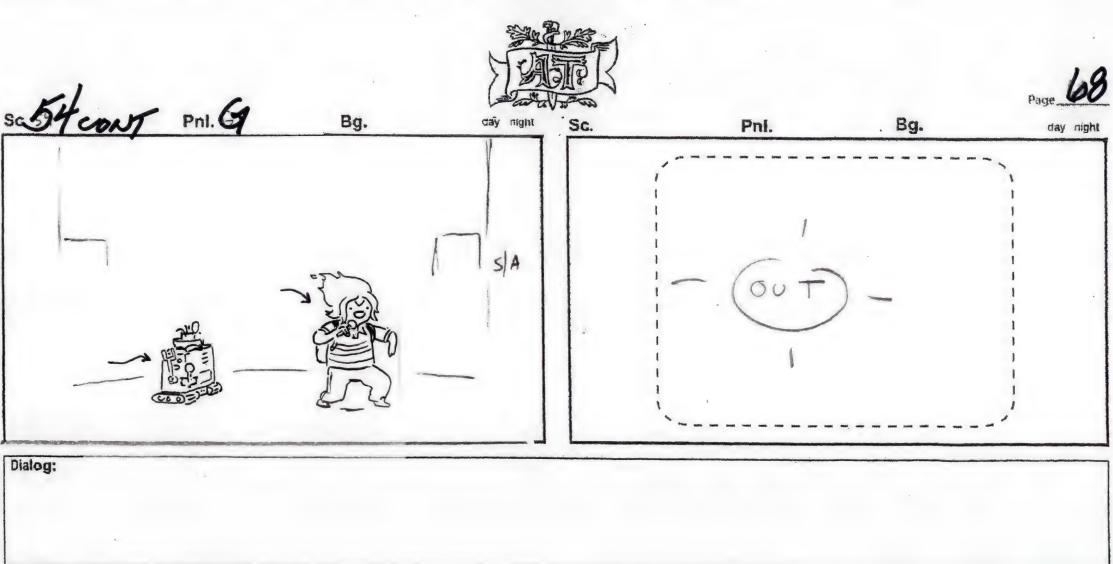




Action:

Timing:

ANTIC TO JUMP)



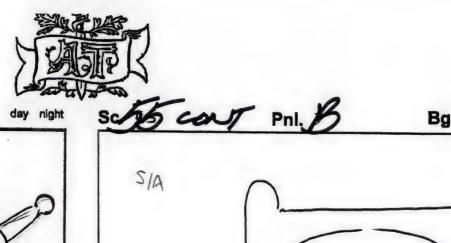
DEC 1 0 2015

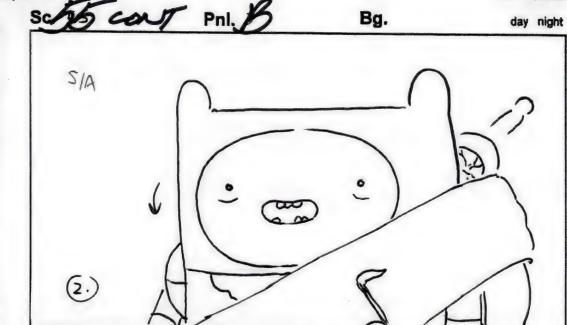
EPISODE #

Sc. 54 cans	DVENTURI	E TIME Bg.	day night	Sc.54 cons	Pnl. I	Bg.	Page 69
5/A				SA			
Dialog:	N	\$ FP) Yo	Yo Y	o Yo			
Action:			,				EC 1 0 2015
Timing:							

ADVENTURE TIME

Bg.





Dialog:

(0/5) (CYCLE 1,2.1,2)

N & FP) YO . YO . YO .

Action:

- FINN BOBS HEAD IN TIME WITH JUMPS .

DEC 1 0 2015

Production:

EPISODE#

ADVENTURE TIME

Pnl.



Dialog: N) BATTLE	OF THE BANDS	WHAT UP?!	
Action:			DEC 1 0 2015
Timing:			

EPISODE #

1034/23

EPISODE#

3
2
-
V
8
0
T-

scoll cont	Pnl. C Bg	day night	Sa. 56 cont Pril.]) Bg.	Page 72 day night
	Care Care		S/A		
Dialog:	FP)	MAKE SOM:	E NOISE!		
Action:				DEC 10	2015
Timing:					

EPISODE #

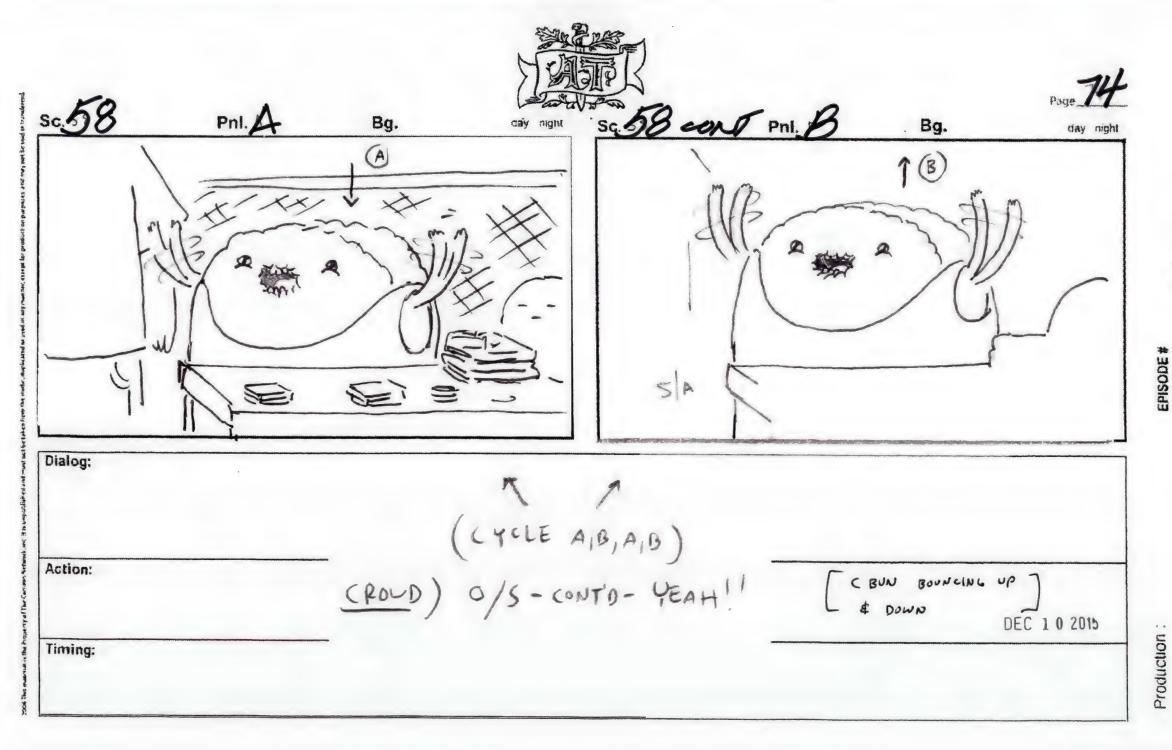
CROWD - YEAH! DEC 10 2016

- FP HOLDS OUT MIC. (Refer to sc. 48)

Timing:

Production :

8	
	(
	(
	•
	(
	(
	9





sc. 60	Pnl.	Bg.	day night	sc. 60 car	TPni B	. Bg.	Page 76 day night	
SKY								1034-239
				(2) (2)			3	EPISODE# 031
Dialog;		SF		ets louder *				
Action:		- B/	mo pushes fa	DER,				
Timing:					DEC 1 0 20	115		Production:

EPISODE #

	,	PnlB			, Page	77
Sc. Cal	CORIT	Pol	1	Bg.		au ninhi
JU. 67	0001		•	<u> </u>		ay night
(2)	SW/		No p			

Dialog: FP) AY YO MY NAME'S FP AND I Action:

day night

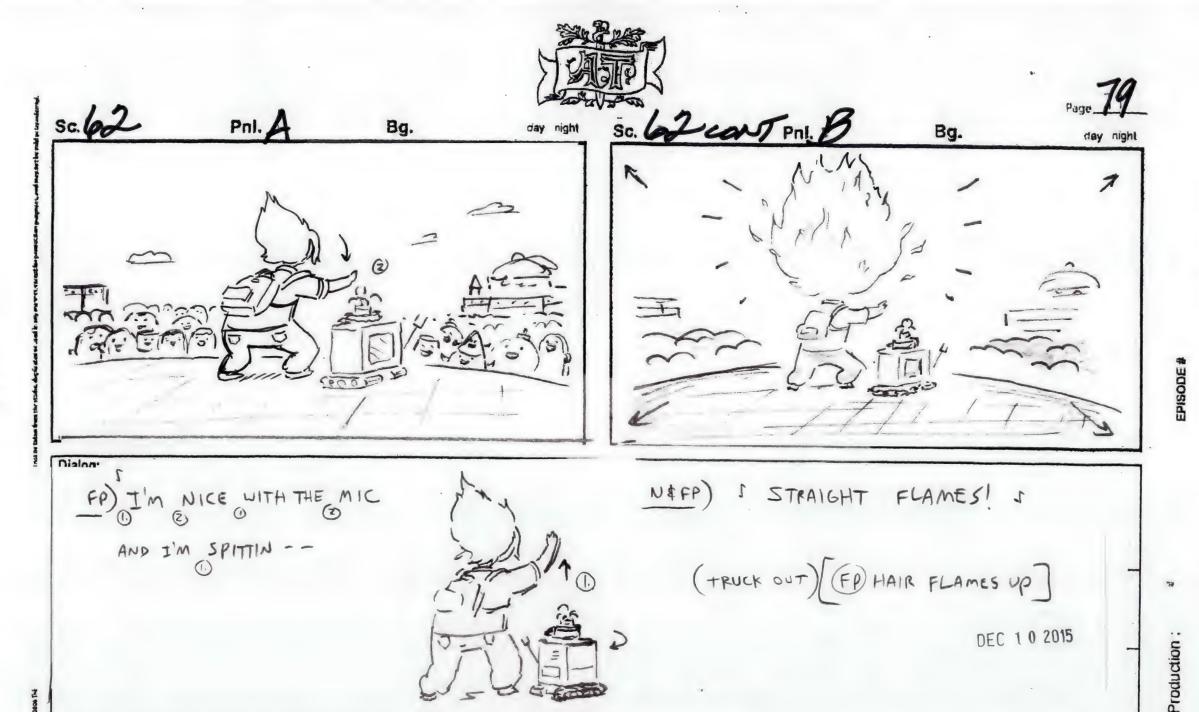
Bg.

DEC 1 0 2015 Timing:

Production:

034-239

EPISODE#



Sc. 63 cart Pril. B Bg.

DEC 1 0 2015

THESE OTHER EMCEES -- S

Bg.

Action:

Dialog:

Timing:

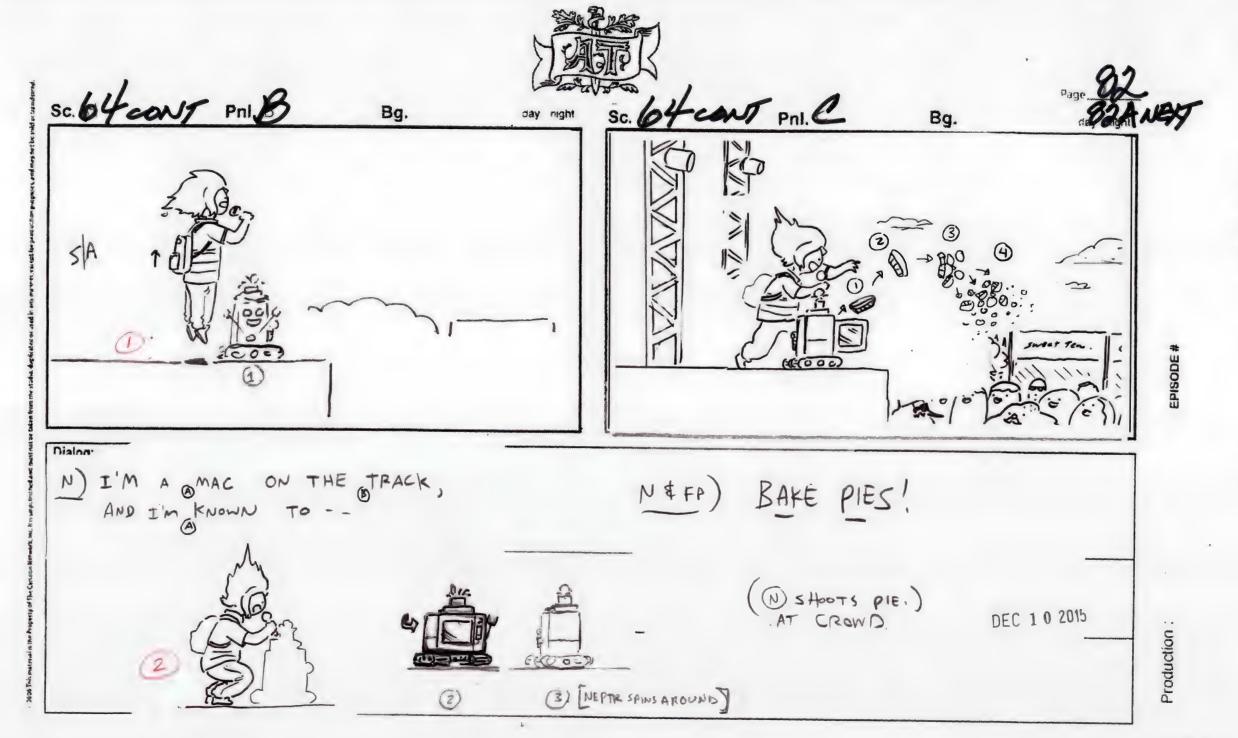
Production:

EPISODE # . 034-239

Production:

Sc. 63 cont Pnl. C Bg. day night	Sc. 64 Pnl. A Bg. day night
Dialog: 1 - BE SPITTIN' I (CONT.)	N\$FP) STRAIGHT WES!
Actio	(FP arm snap on Lies!) DEC 1 0 2015
Timing:	

9



23

Timing:

30

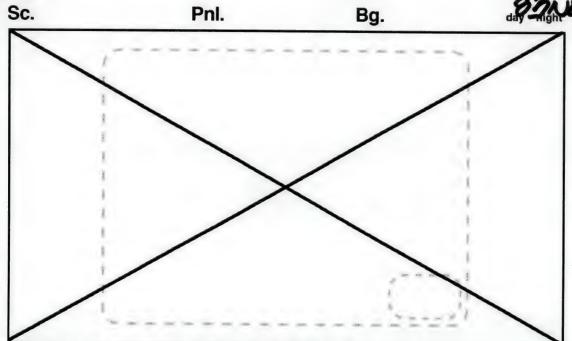
1034-2

EPISODE#

ADVENTURE TIME



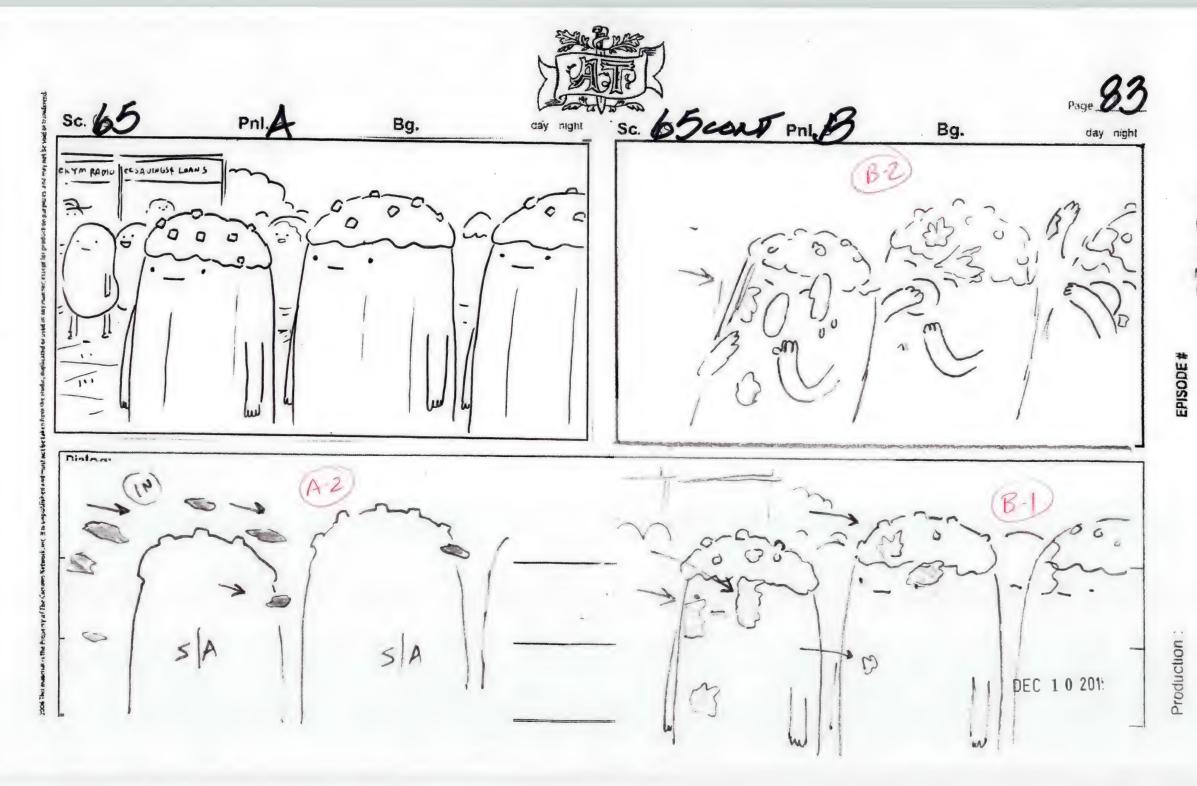
Sc. 64 CONT Pnl. D Bg. day night



Dialog:

Action:

DEC 1 0 2015



ADVENTURE TIME Sc. 66 cart PniB Pnl. A Bg. Bg. (2.) 5/A EPISODE# Dialog: (cycle 1,2,1,2) Action: (CONCUSSED GRANDSON) DEC 1 0 2015 Production: Timing:

Sc. 67

Pnl.

Bg.

Pnl.

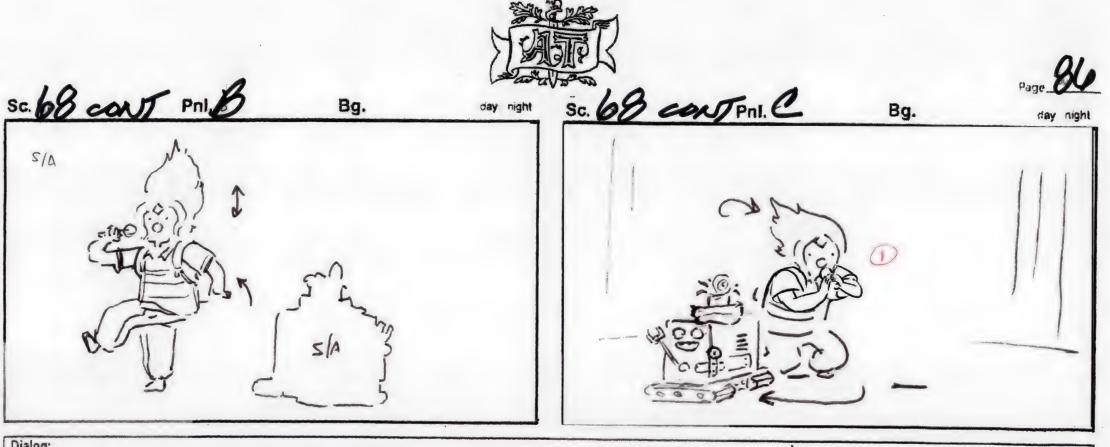
Bg.

1034-239

day night

EPISODE #

Production:



SIA

10

34/

23

9

Dialog: NEP) STOP HERE. KNOWS WE NOT --THEFRESHEST Acti DEC 10 2018 Timi

Production:

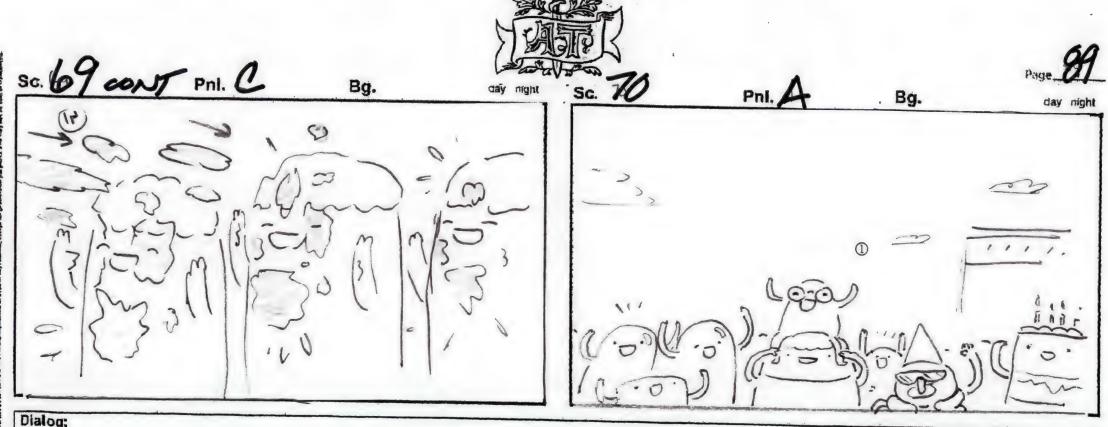


Sc. 69 Pnl. A Bg. day night	Sc. 19 cart Pnl. B Bg. day night
Dialog: SP Action: Timing:	BG'S) YAHHH!! AUDIENCE DEC 10 2015

0 3 4 / 2 3 9

EPISODE #





Dialog: (SFX) CROWD: Action: (MAYBE HAVE JELLY BURN OFF?) Timing: FROM HEAT)

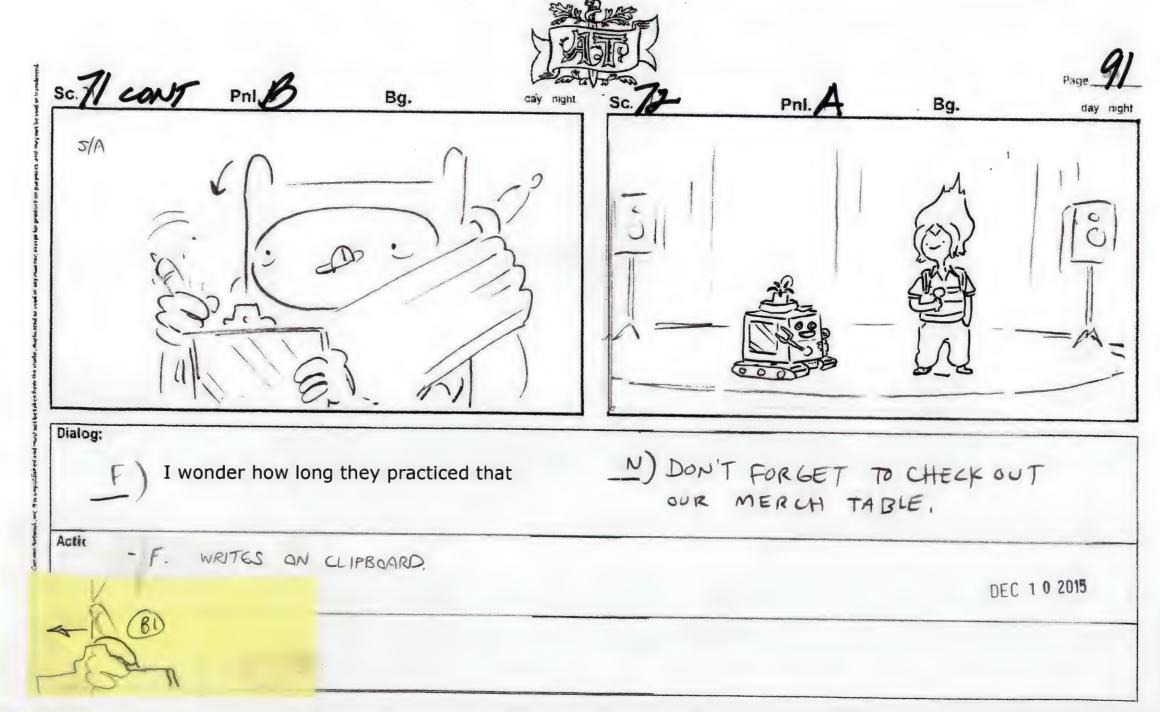
034-239

EPISODE #

1034/239

Production:

EPISODE #

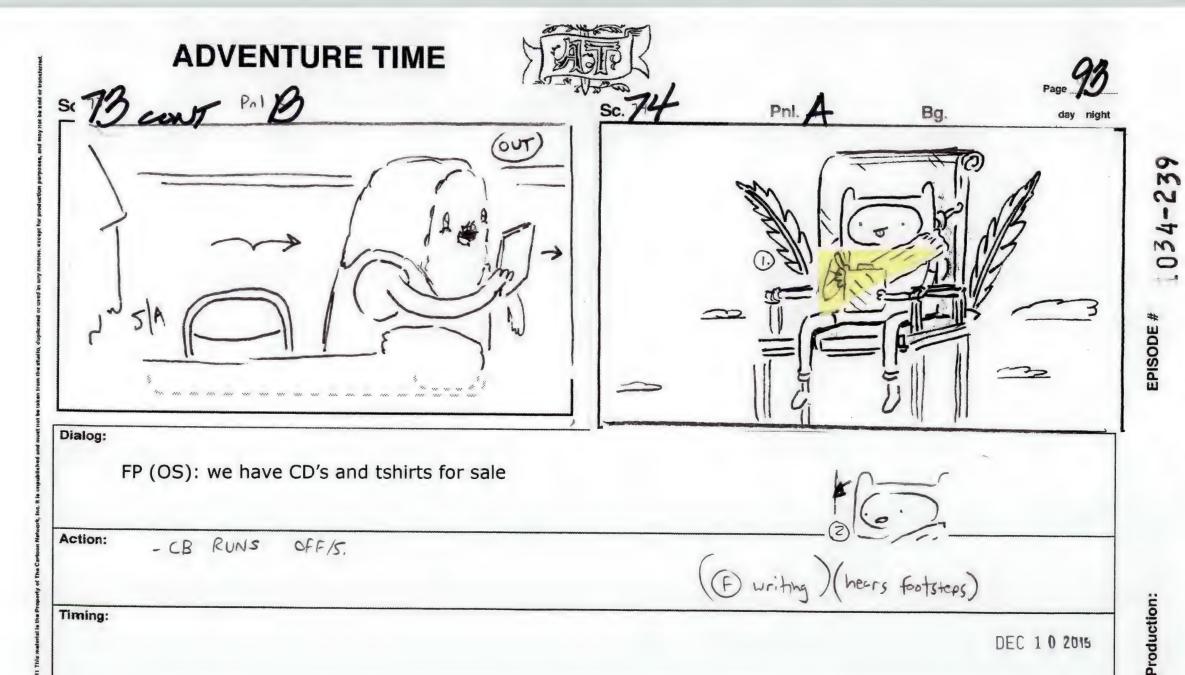


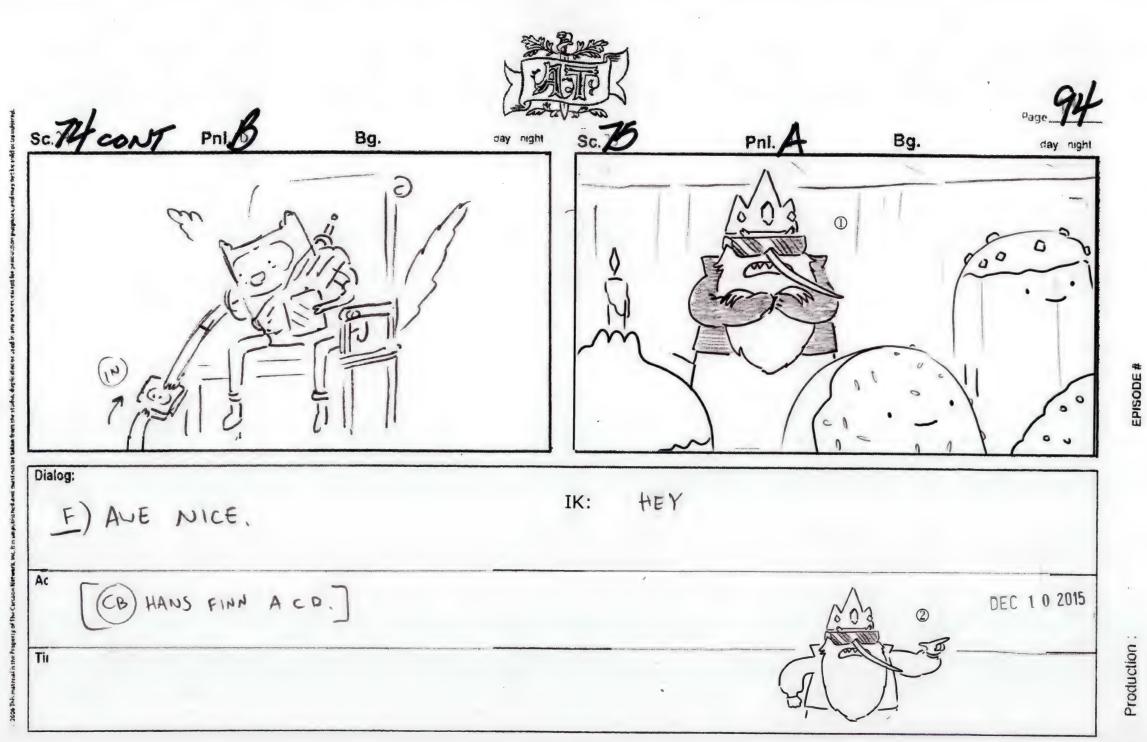
1034-239

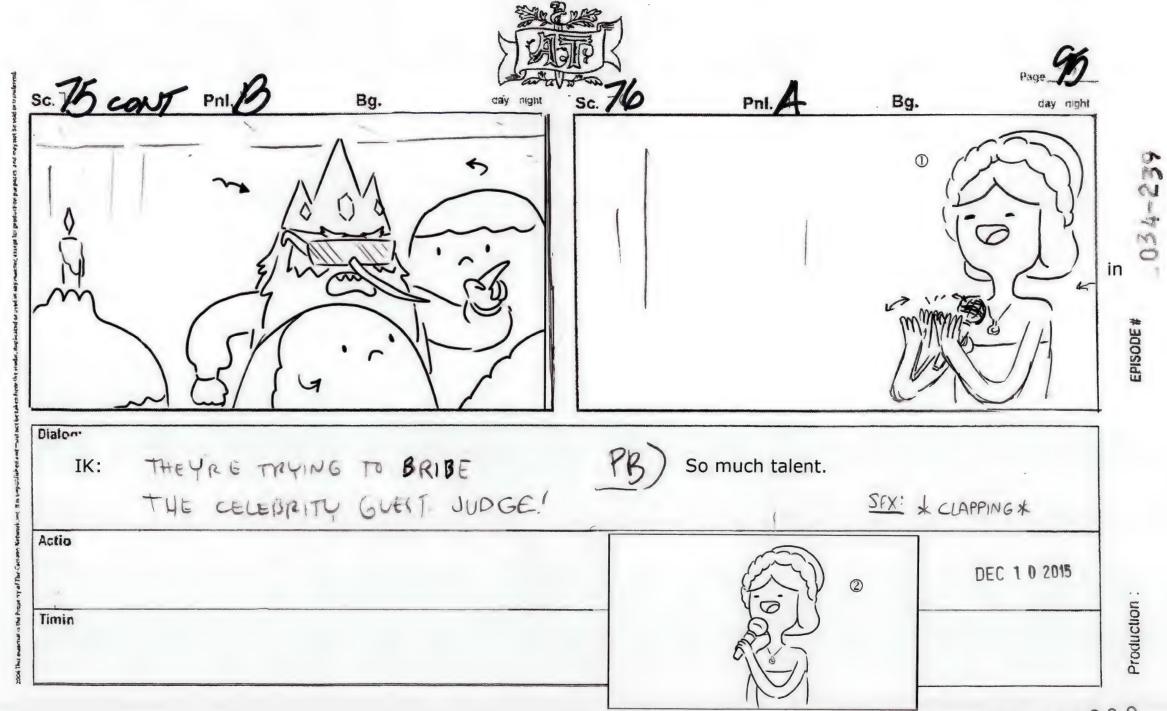
	ADVENTU	RE TIME	T.W.				an
Sc.	Pnl.	Bg.	day night	Sc. 73	Pnl. A	Bg.	Page day night
Dialog:				FP) YEA	() H		
Ac Timing:					(2) Table	- CI CD TA	B GRARS OFF IBLE
mung;							1 0 2015

Production:

EPISODE #







Dialog'

Acti

Timi

HERE TODAY.

PLEASE HELP US

STAGE.

WELLOME OUR NEXT CONTESTANT TO THE

ш

DEC 1 0 2015

Production :

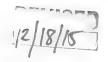
034-239

EPISODE #

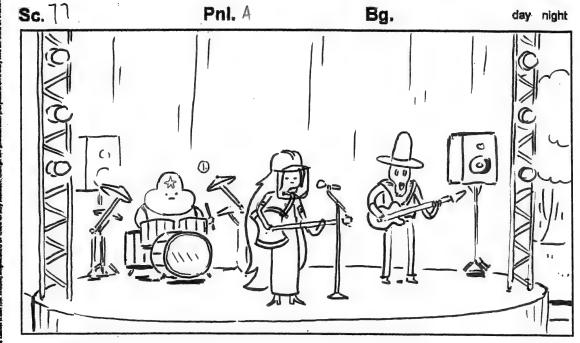


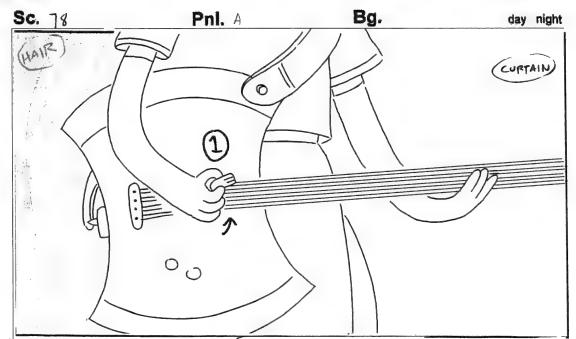
ADVENTURE TIME

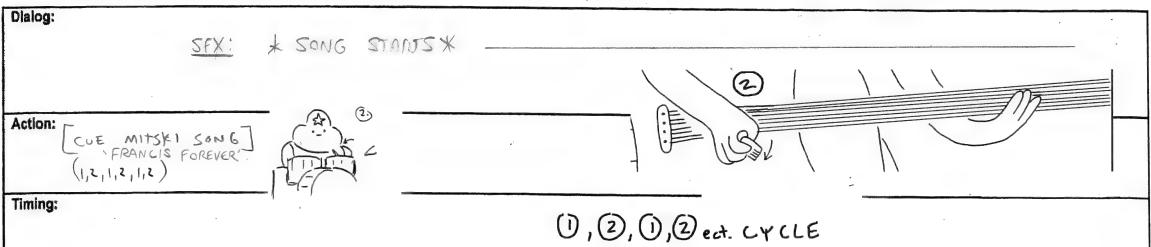




Page 99

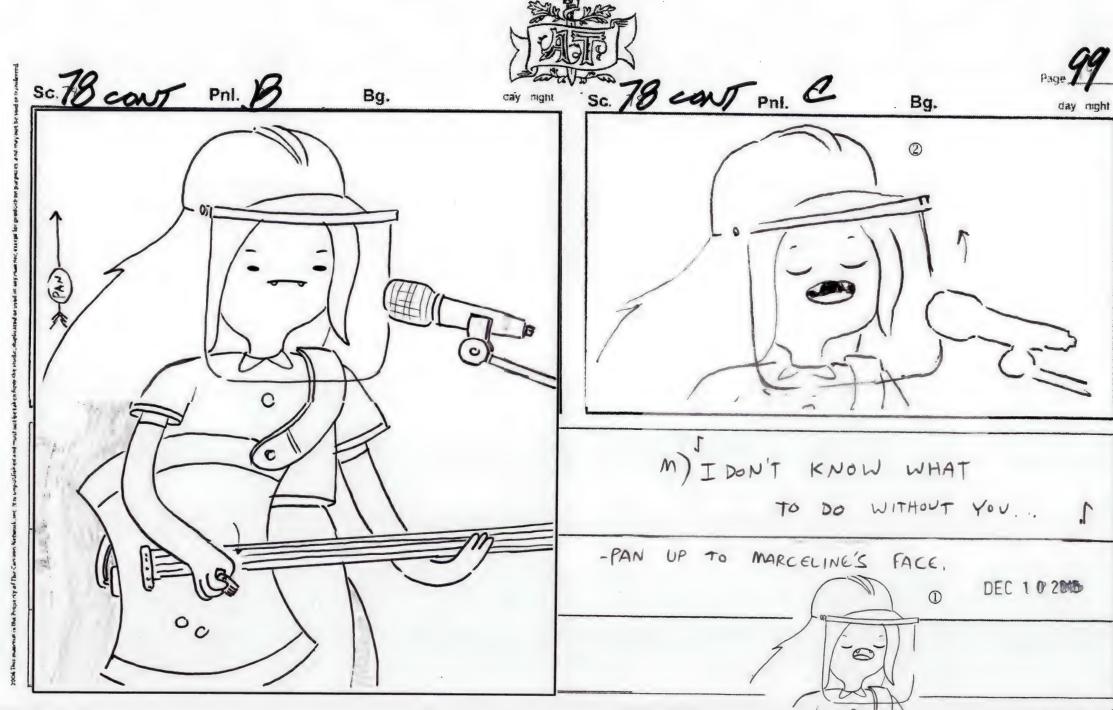






Production:

EPISODE#



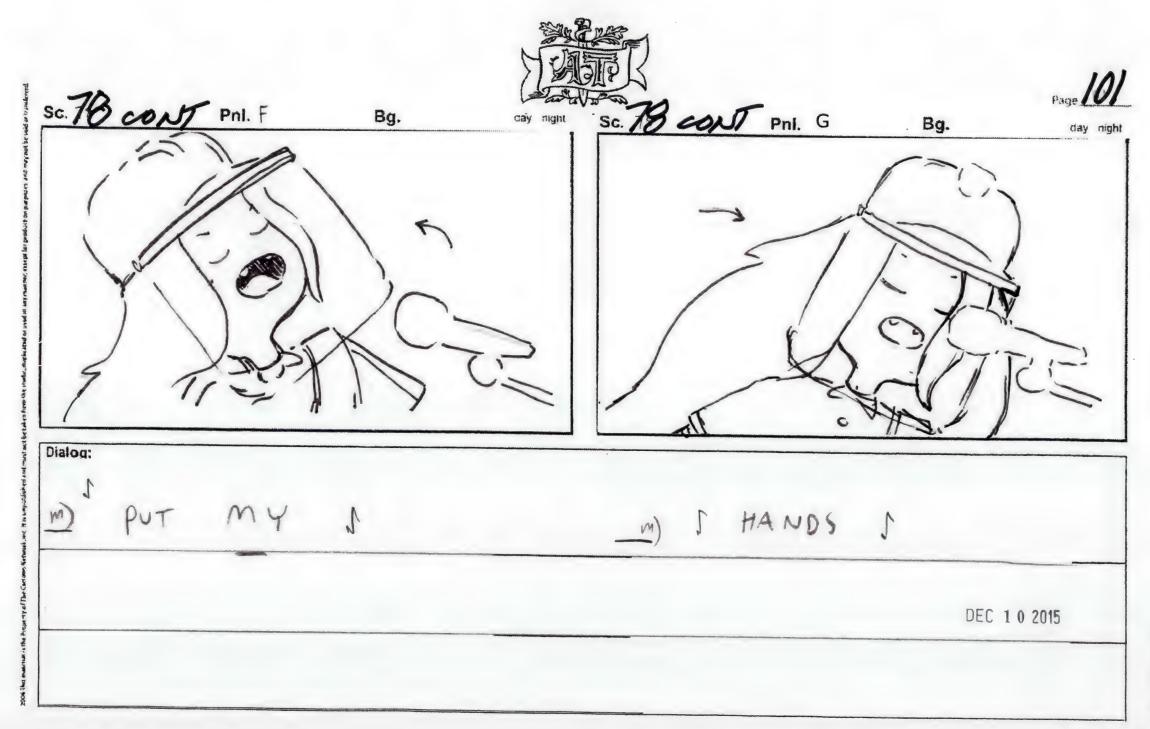
.034-239

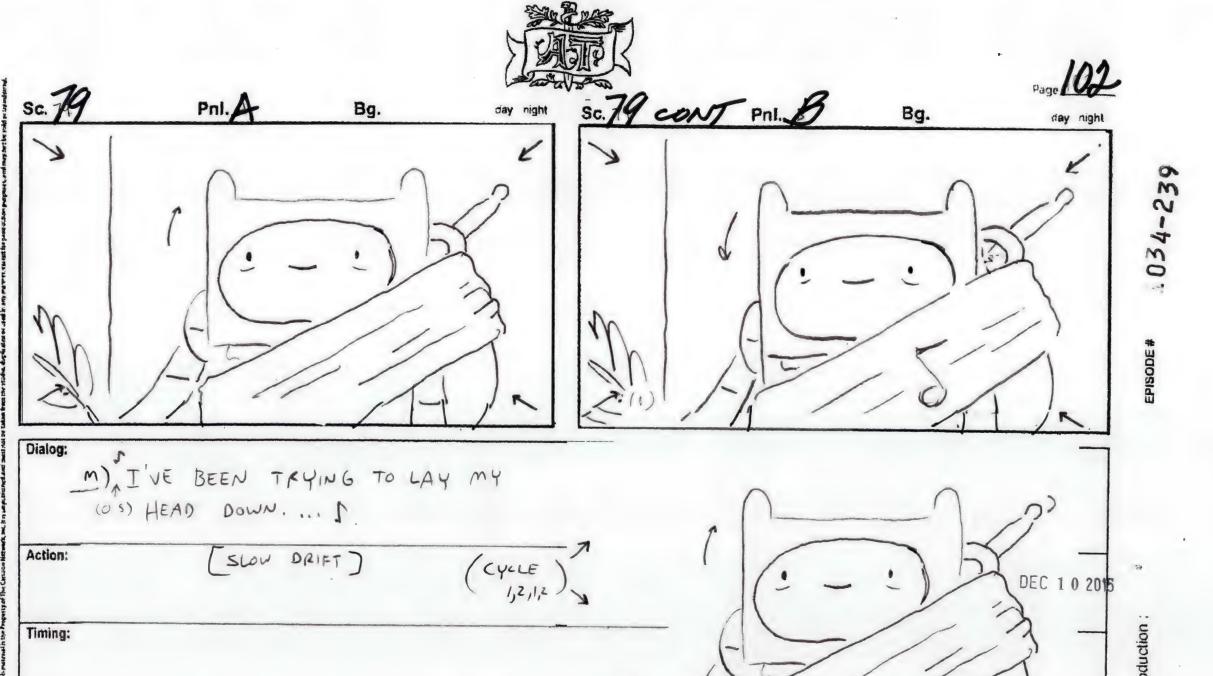
EPISODE#

Production:



EPISODE #

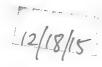


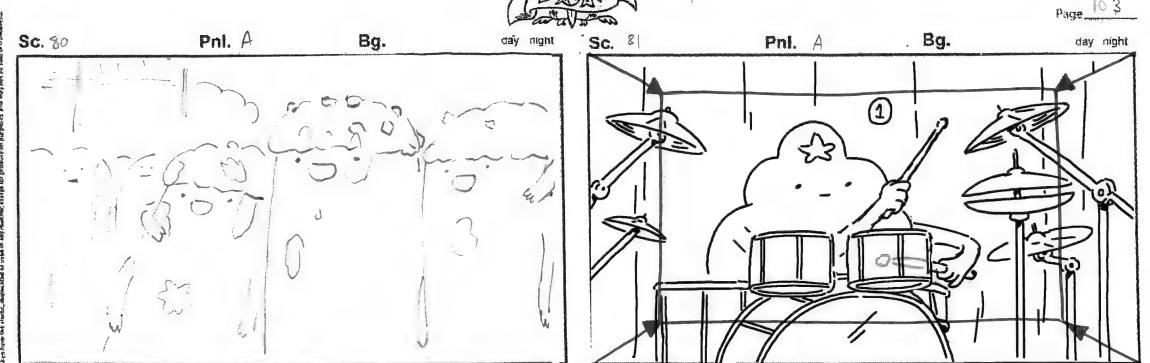


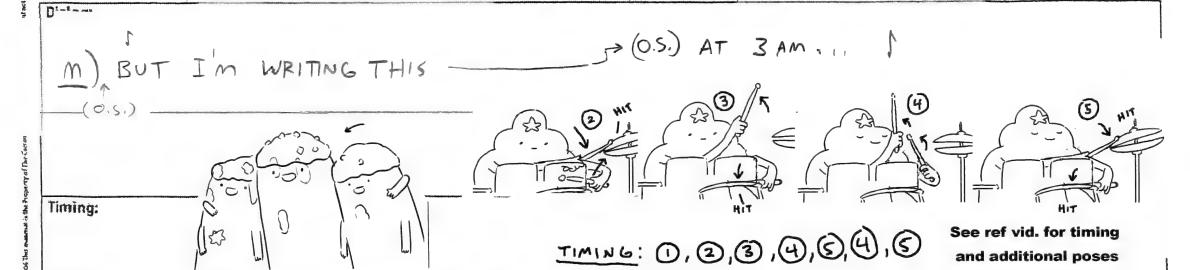
(2)

and additional poses





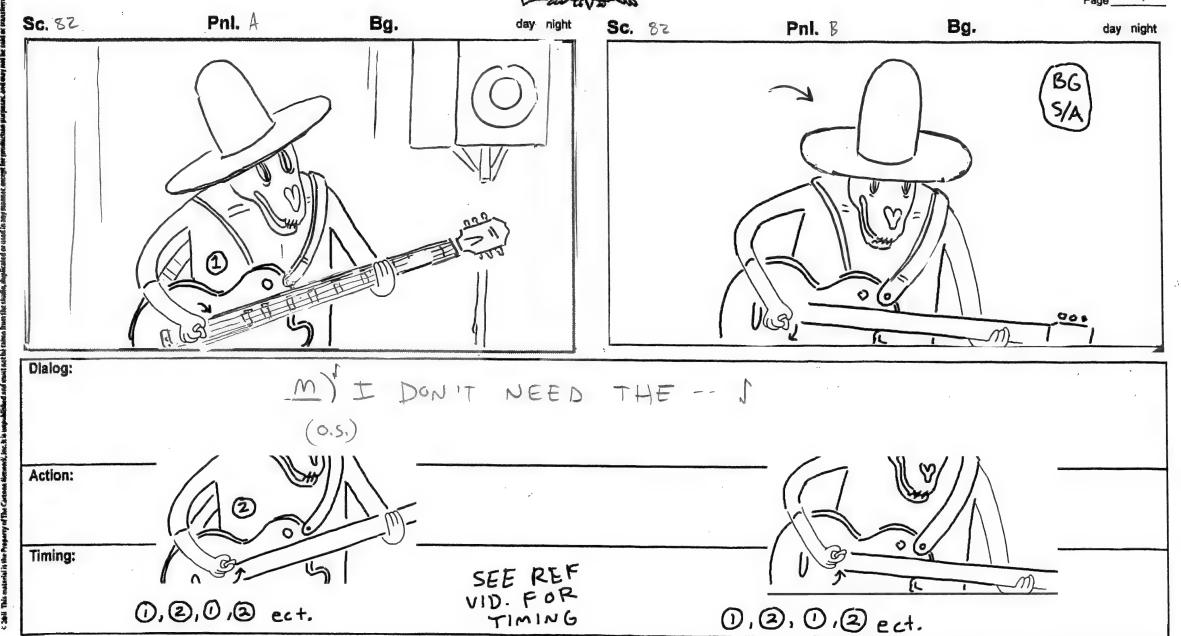




ADVENTURE TIME







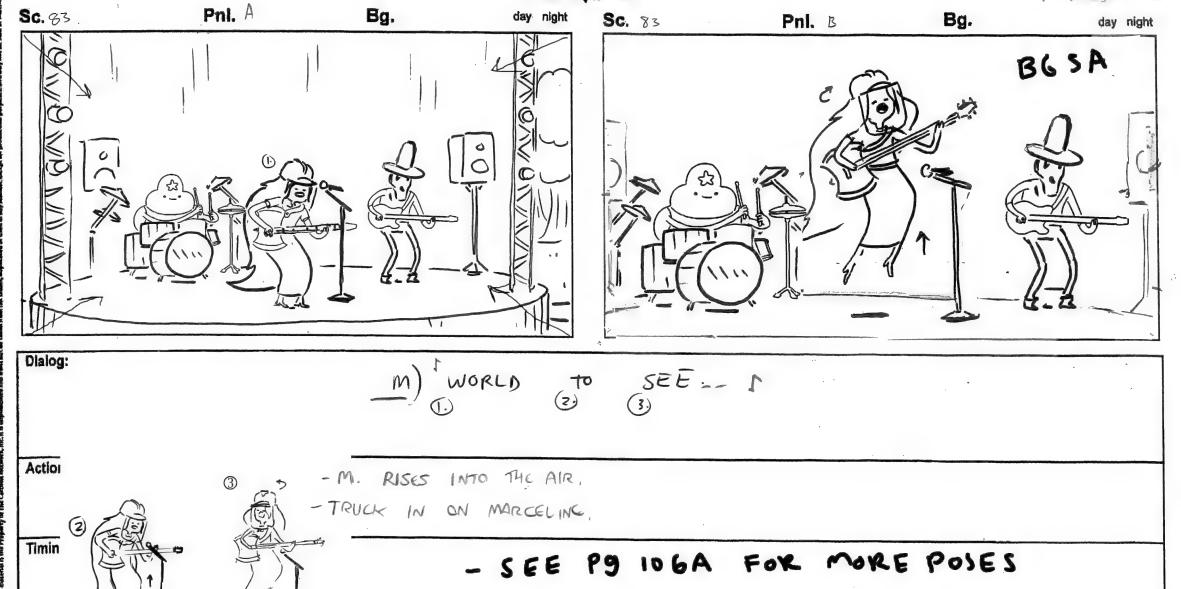
034-239

EPISODE#

ADVENTURE TIME



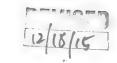


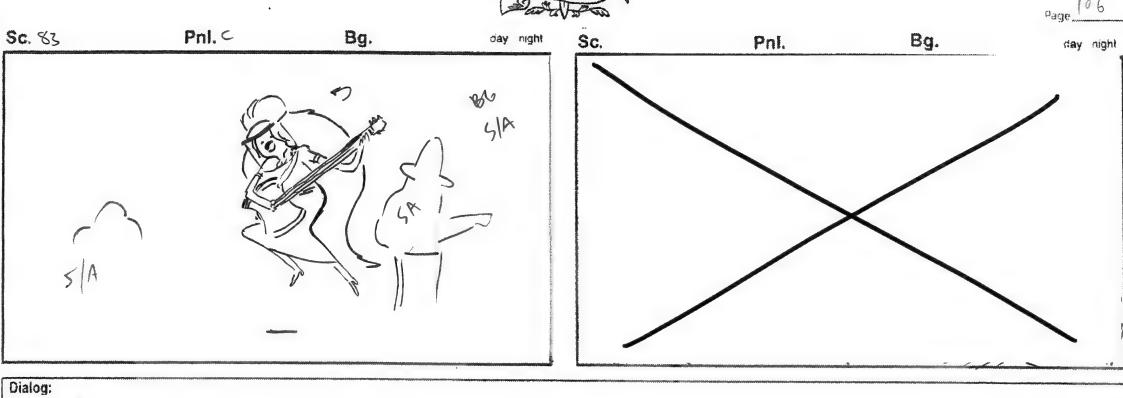


034-239

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Acl

THAT I'VE BEEN --

Timin(

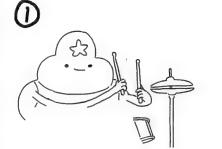


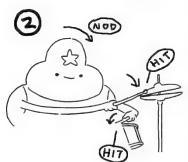
12/18/18

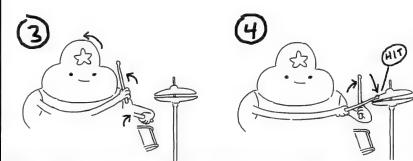
Page 106 A

LSP POSES:

CYCLE (1), (2), (3), (4), (1), (2), (3), (4)







See ref vid for how to transition and follow through poses

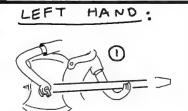
RIGHT HAND: CYCLE (D. (D. (D. (D.)

MARCELINE

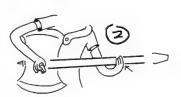


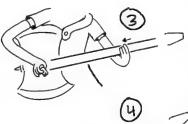


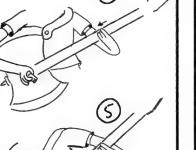
For Marceline's acting, follow poses in pnls
A-C



Poses:



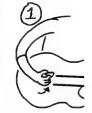




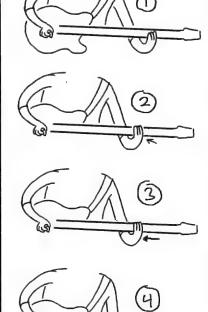


DEATH POSES;

CYCLE (),(2),(1),(2)







LEFT HAND:

See Ref video for timing

2

0

EPISODE#

2626 This material is the Propi

Production:

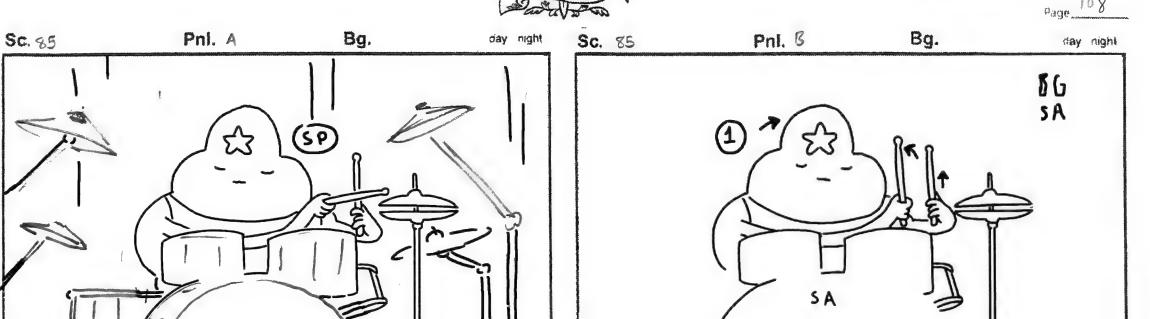
1034/239

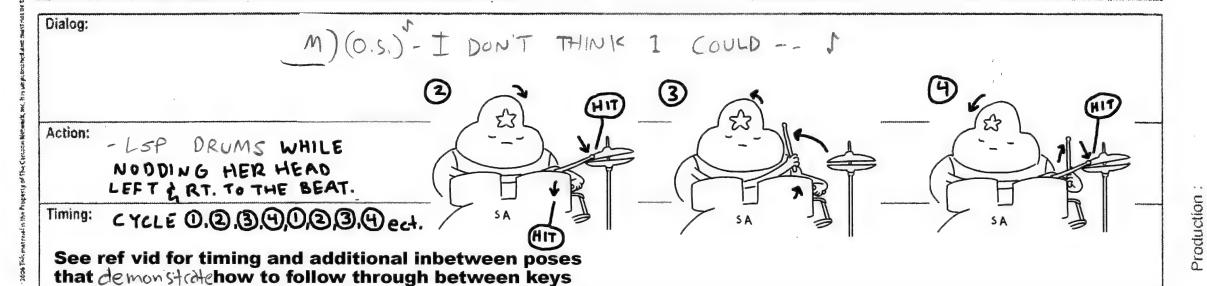
c. 84 cart Pril B Bg.	day night Sc. 84 con Pril. C Bg. day night
A) I CAN BEEEE	→ BUT,_ 1
ction:	DEC. 1 0 2015
white.	

Production:









EPISODE# : 034-239



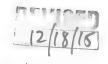
034-239

EPISODE #

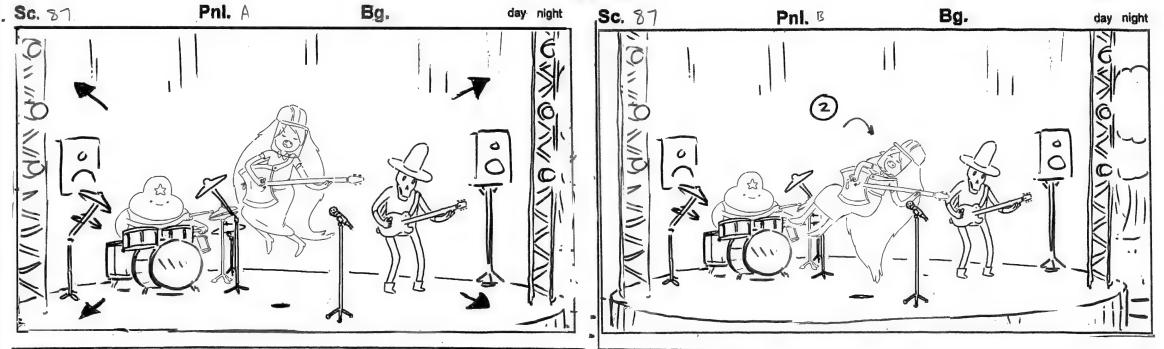
Production:

ADVENTURE TIME





Page |))



Dialog:

M) CONT'D - EEEEEEEE...

Action: MARCY FLOATS, SINGS & PLAYS BASS.

- LSP+ DEATH PLAY THEIR INSTRUMENTS.

STRUMENTS. JAM OUT

Timing:

- SEE PG. 112 A FOR ADDITIONAL POSES

- SEE REF. MOU, FOR TIMING .

BREAK DOWN POSE.
ANIMATE THROUGH SMOOTHL

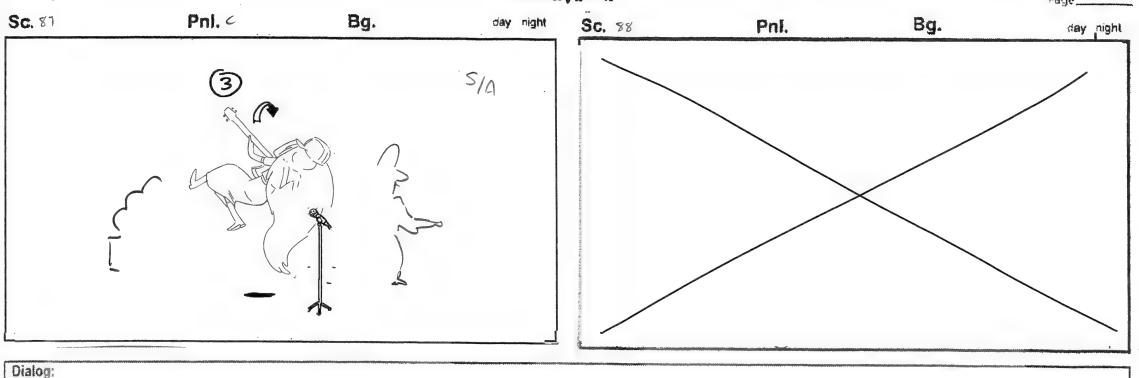
Production:

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of help of the state of







-M. FLOATS/ TURNS WHILE

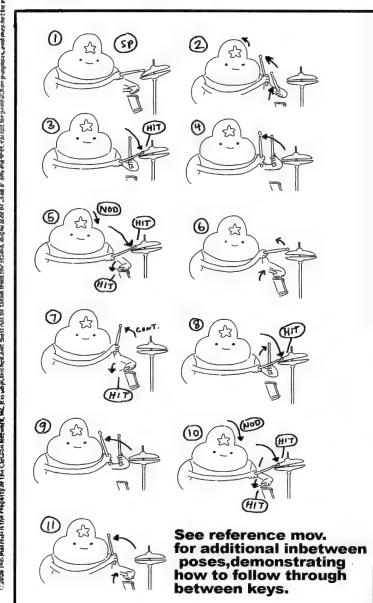
Action: PLAYING + SINGING

Timing: - NO HELD POSES.

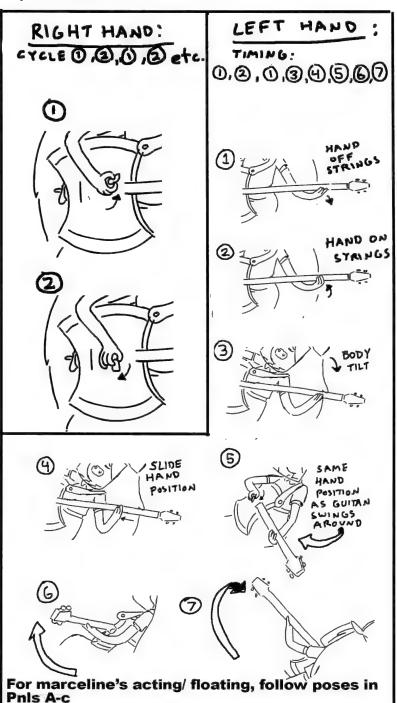
- ANIMATE SMOTHLY THROUGH POSES () & 2 SEE PO. 112 A FOR HAND POSITION & STRUMMING - SEE REF MOV. FOR TIMING

SFX: * MUSIC CONTINUES *

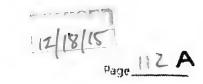
LSP POSES:



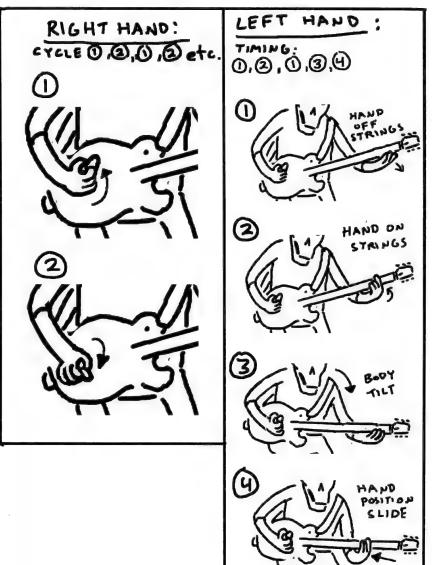
MARCELINE POSES:



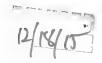


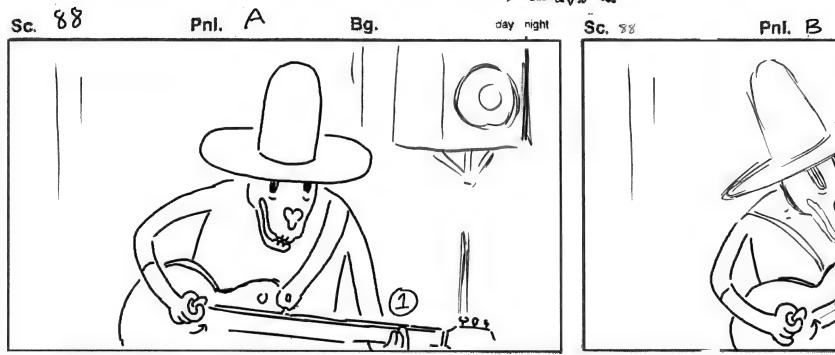


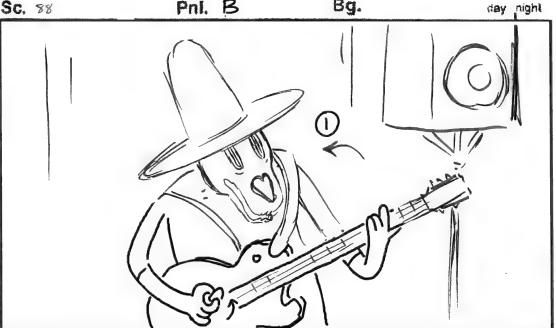
DEATH POSES

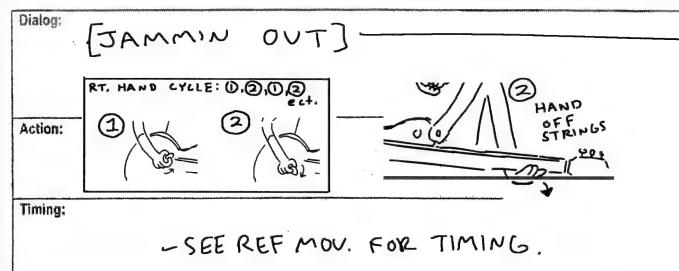


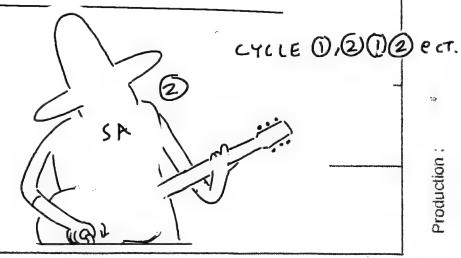
2



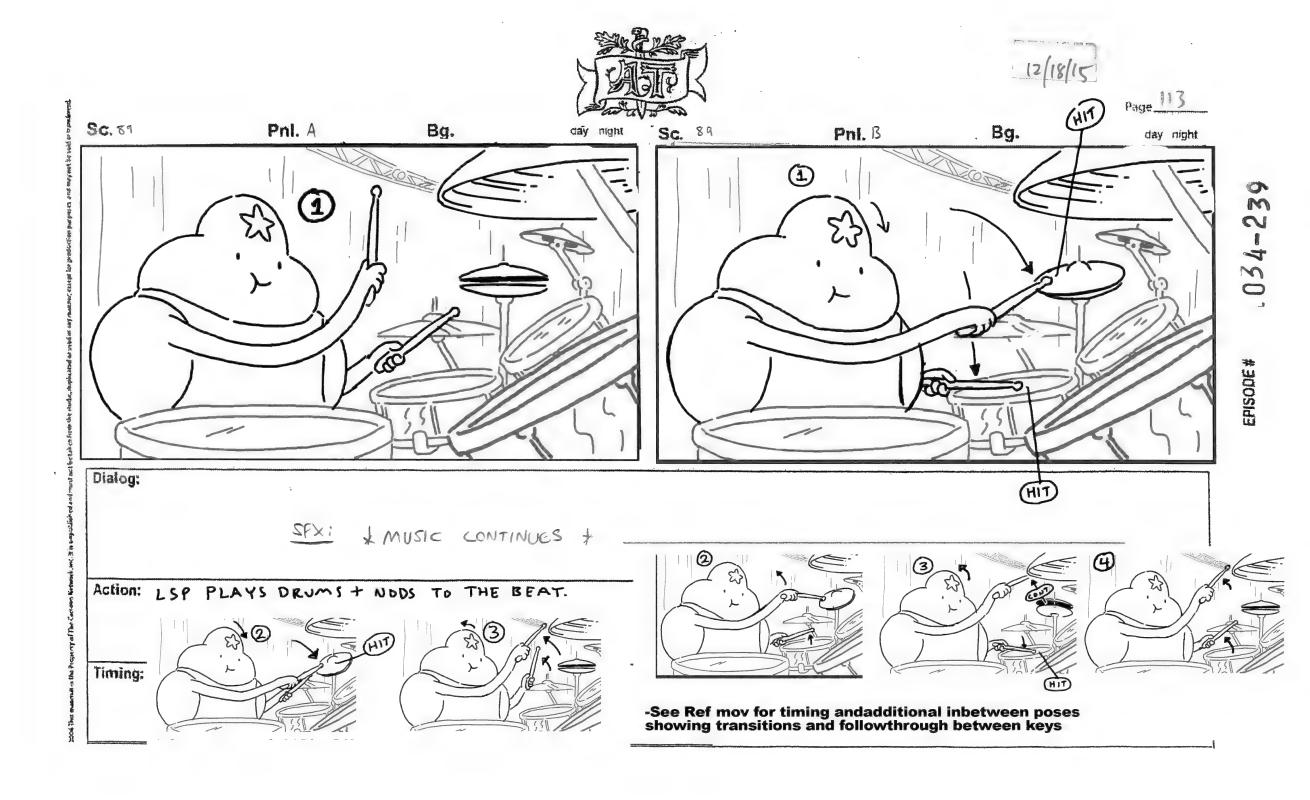






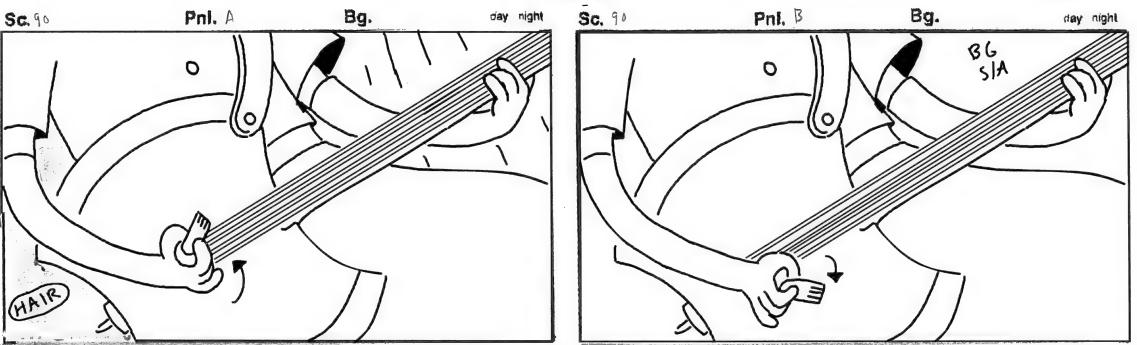


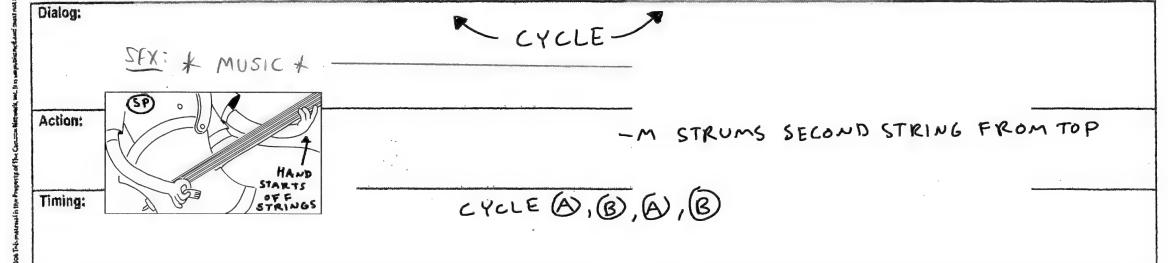
Production:



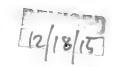


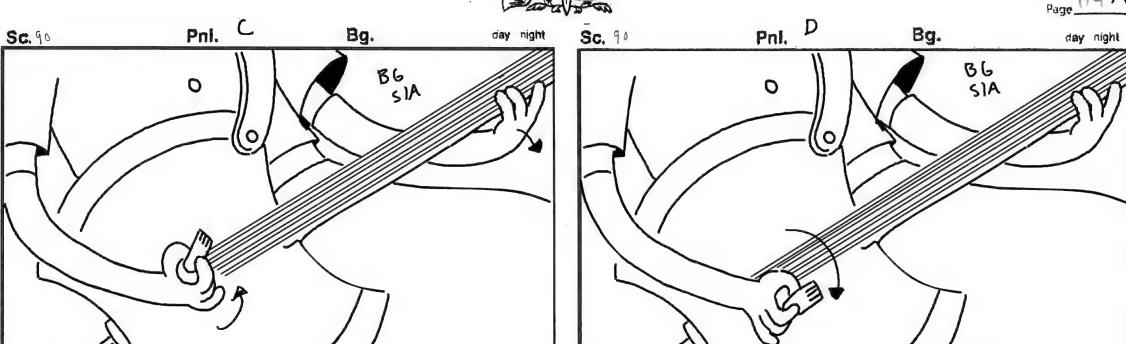












Action: -M. LIFTS LEFT HAND OF STRINGS

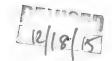
- M. STRUMS OPEN TOP STRING.

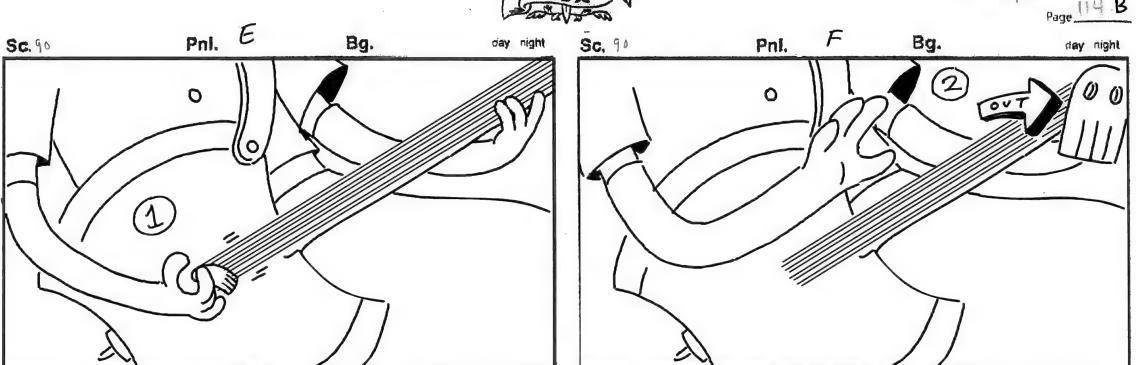
Timing:

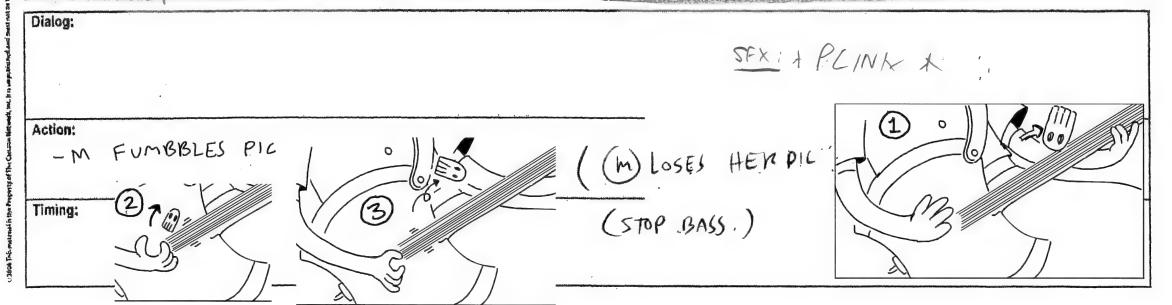
Dialog:

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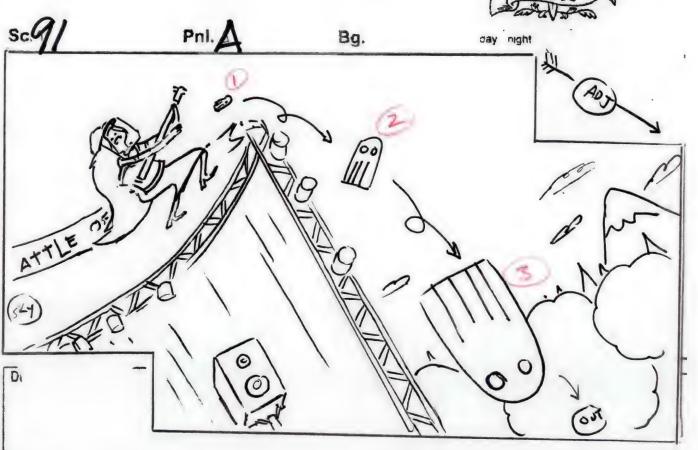








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SFX: * WHP-P-PPPP!*

Action:

- PICK SPIRALS TOWARDS GROUND, FLIES OFF/S.

DEC 1 0 2015

Timing:

Production:

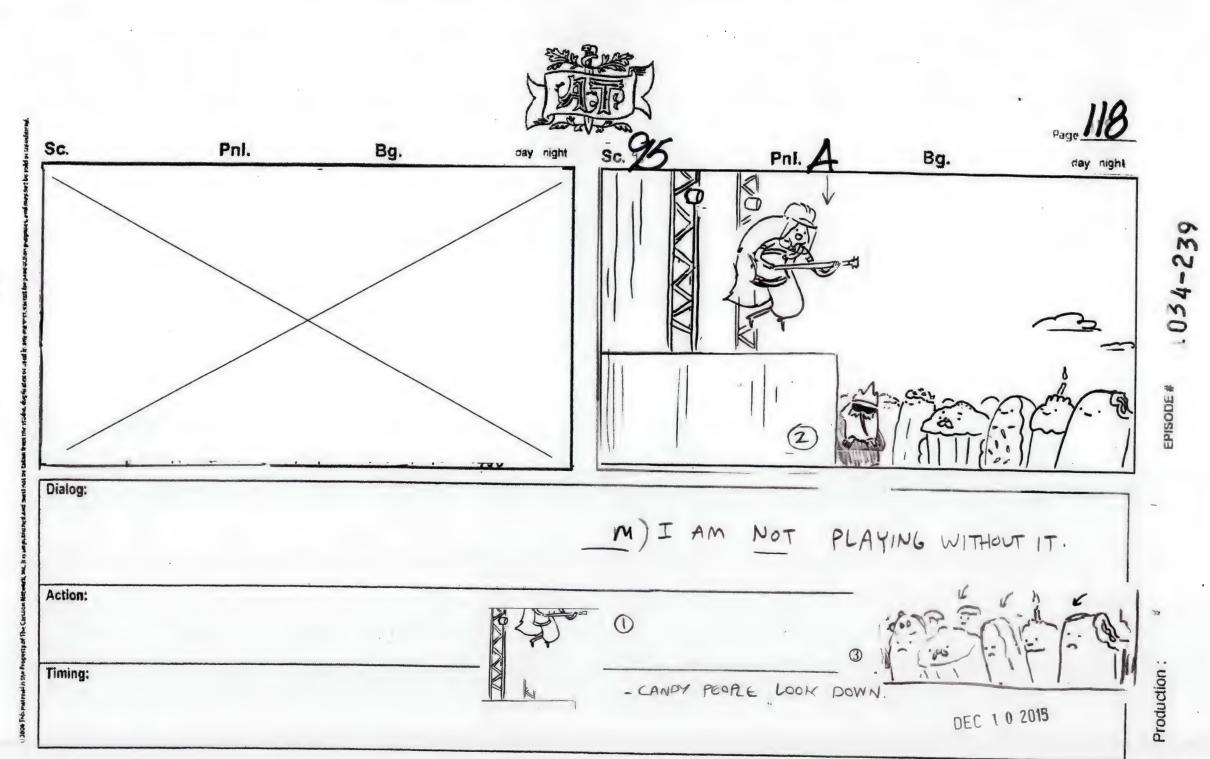
Sc. 92 Pnl. A Bg.	NO 5C'S 93-94	Page 116
Sc. 4 Bg.	SP SP Sc. 92 CONT PRIB Bg.	No P&II day right
Dialog:	M) MY PICK!	
Action:		EC 1 0 2015
Timing:		

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EPISODE #

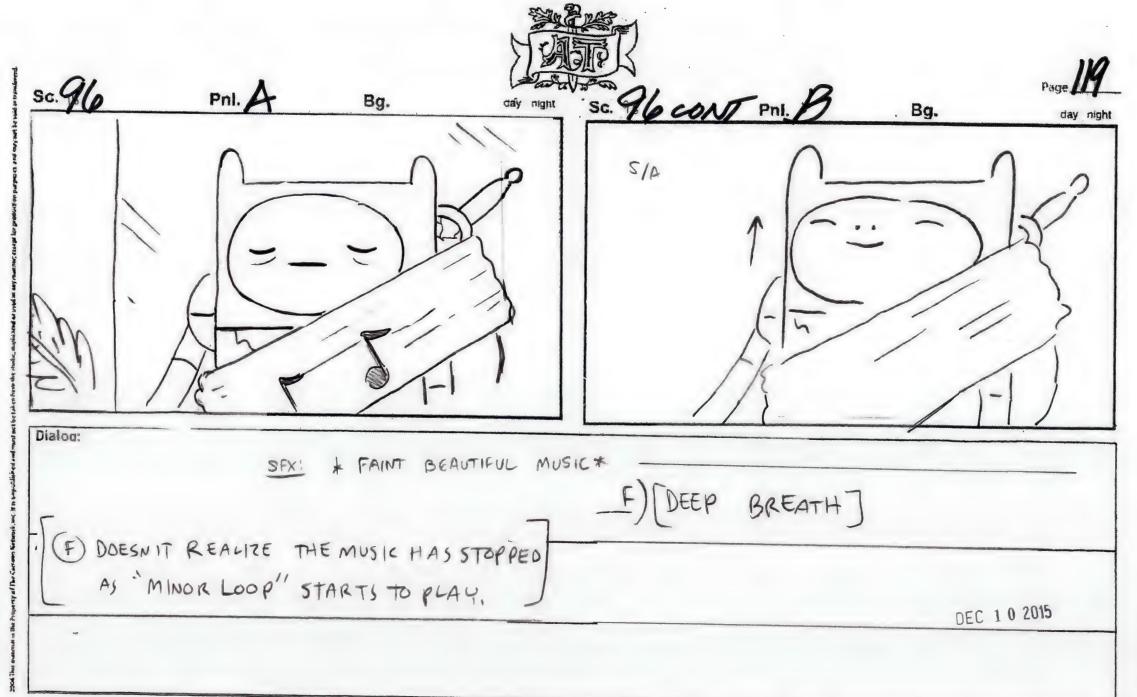
1034/239

Production :



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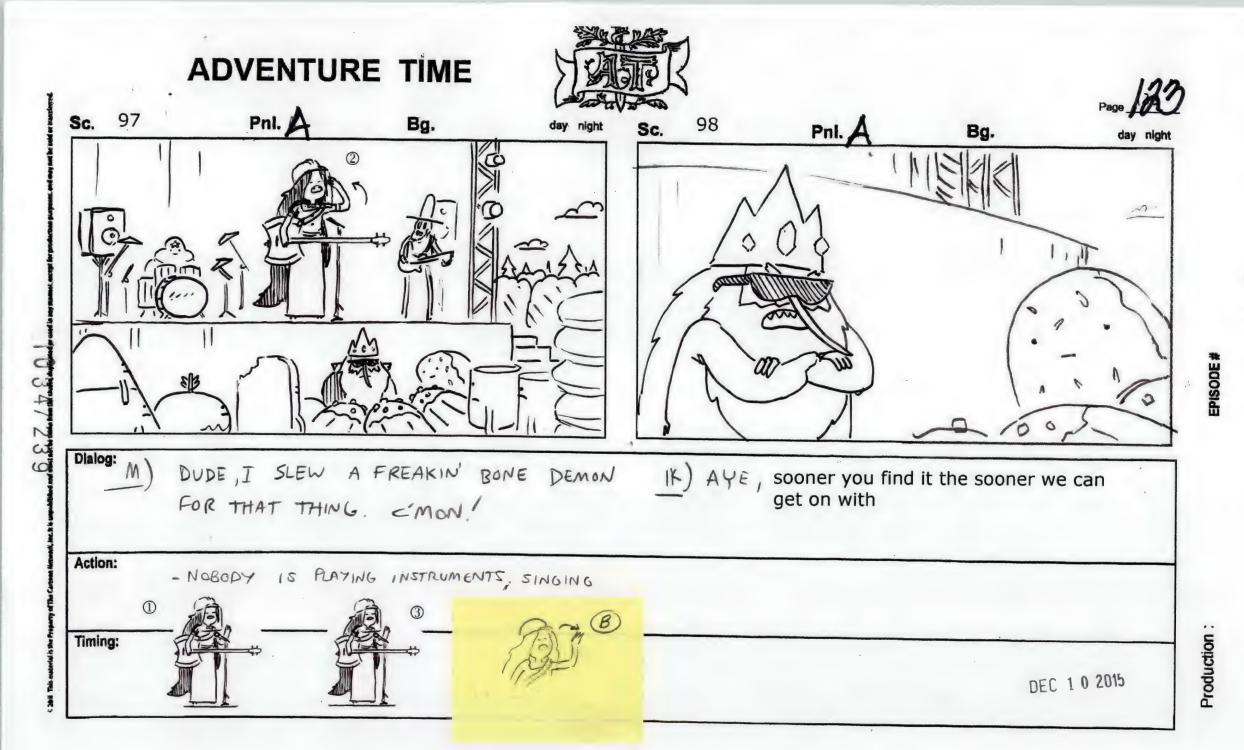
Production:

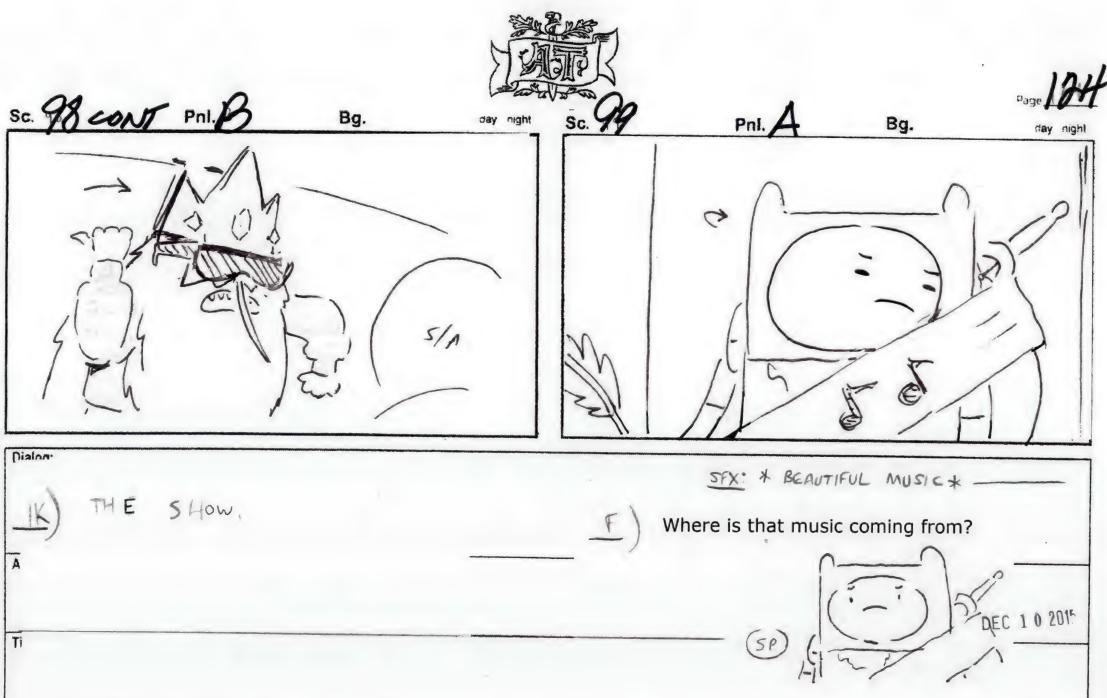
Sc. 96 CONT Pol. E Bg. cay no	ight Sc. 96 cont Pnl. F . Bg. day night
S/A 5/A	S/A S/A S/A
F) UNLESS SOMETHING AMAZING HAPPENS	F)((ONT'D) I DO BELIEVE WE HAVE A
Ac Tir	DEC 1 0 2015



.034-239

EPISODE #



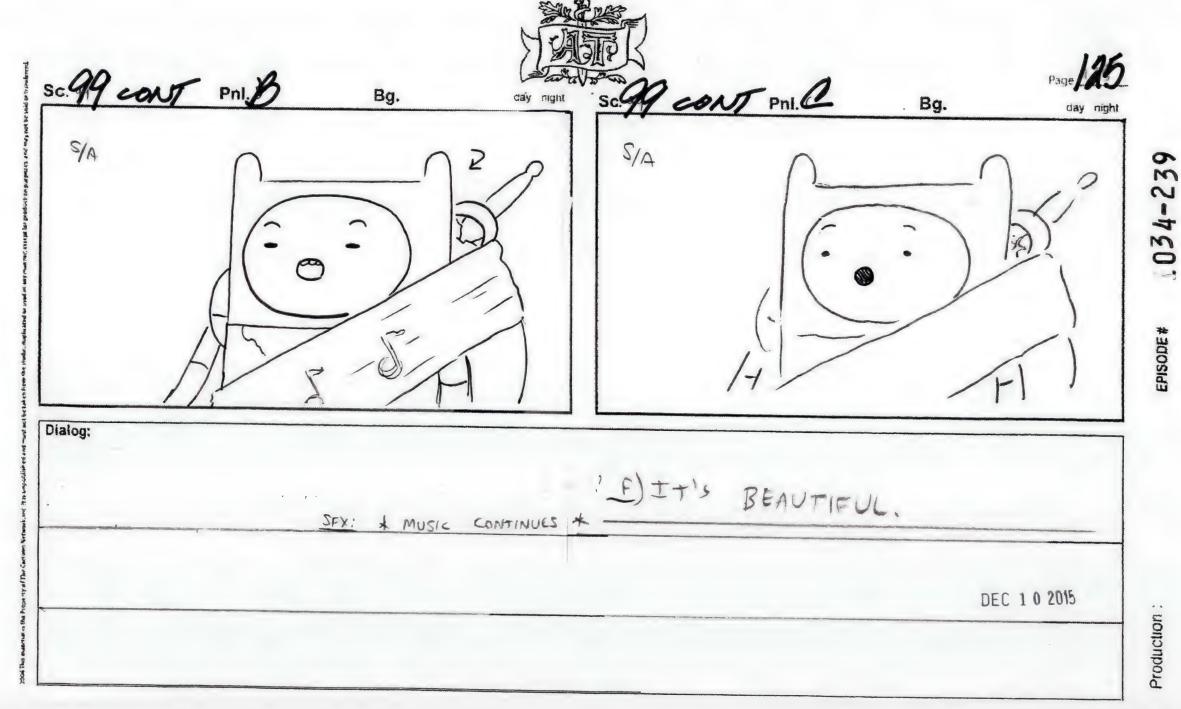


.034-2

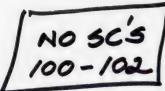
EPISODE #

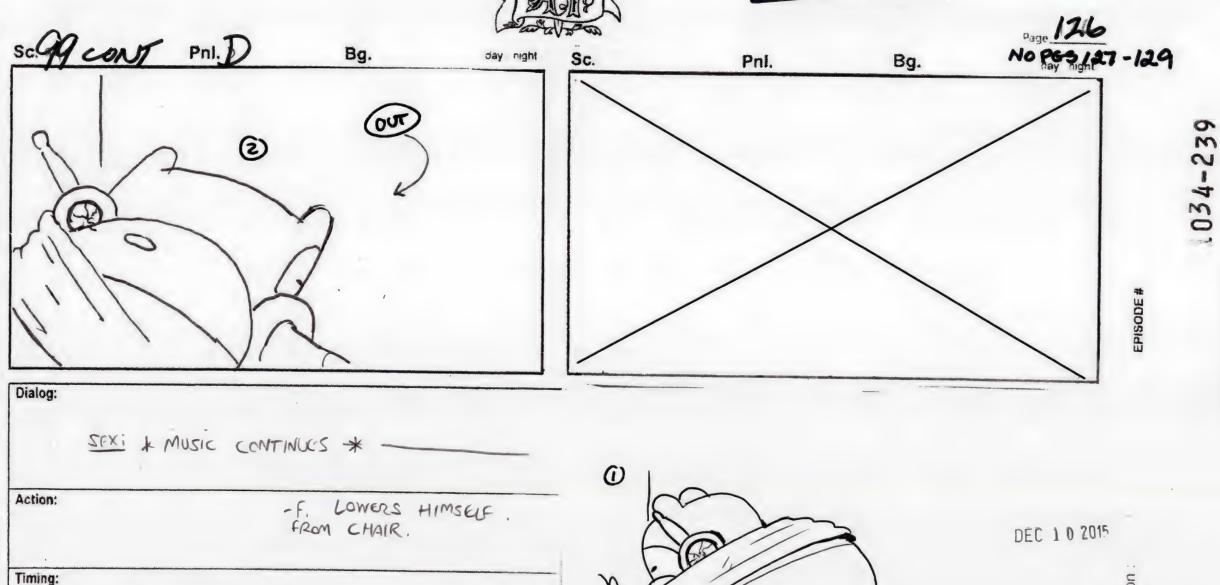
Production:

EPISODE #







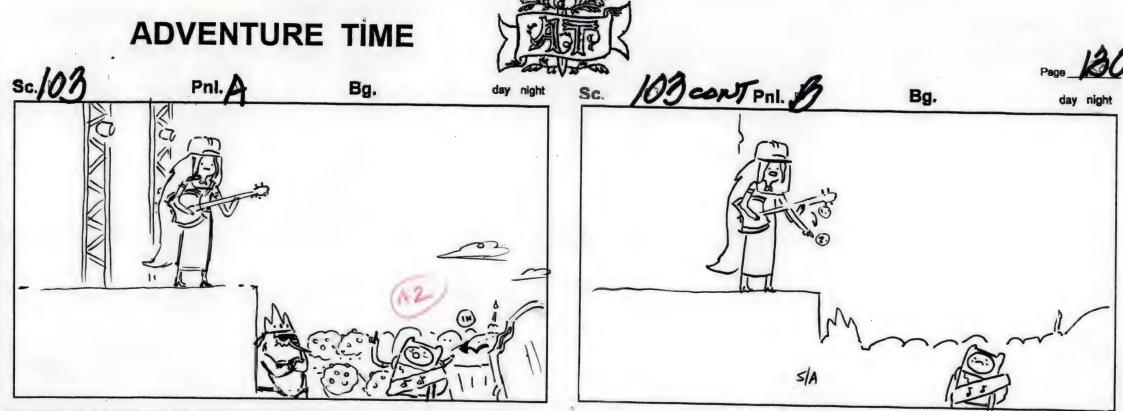


Production

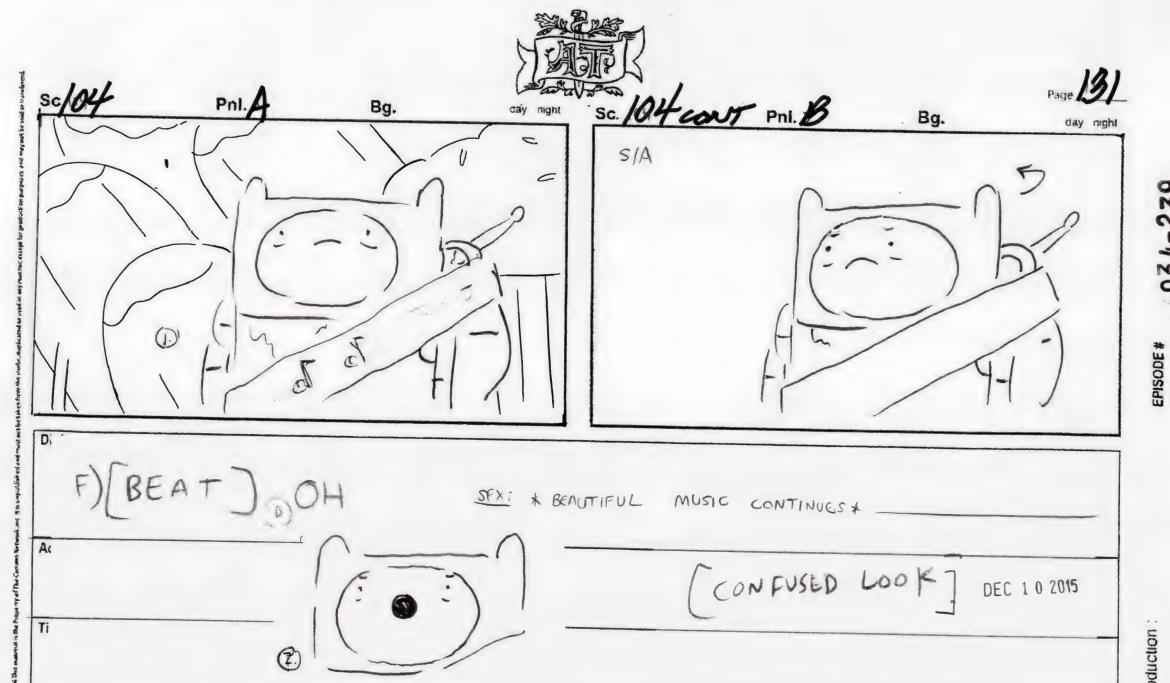
9

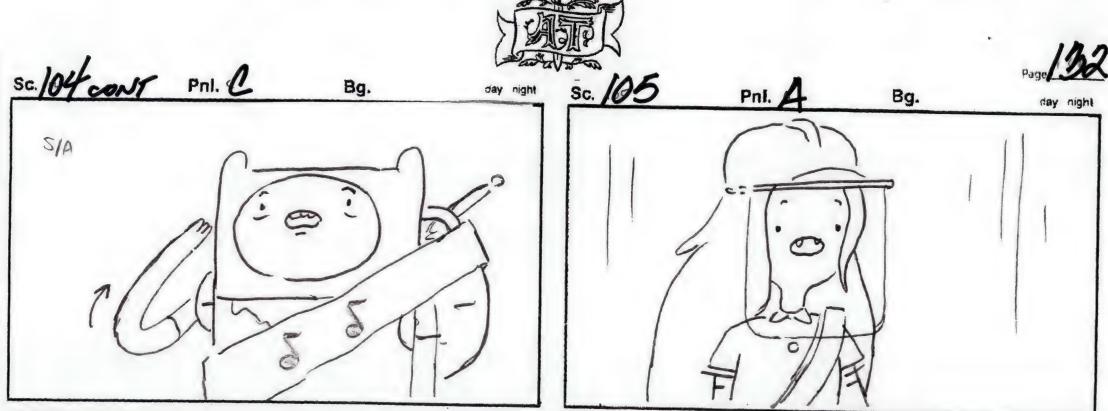
11034/23

EPISODE #



Dialog: E) HEY MARCELINE, WHERE'S THAT BEAUTIFUL MUSIC COMING FROM?	M) , WHAT MUSIC? THEY'RE STILL LOOKING
Action: -F. WAUKS ONIS.	DEC 1 0 2015
Timing:	





Dialon:

F) YOU MEAN YOU DON'T HEAR THAT

PIGHT NOW?

Actio SFX: * BEAUTIFUL MUSIC *

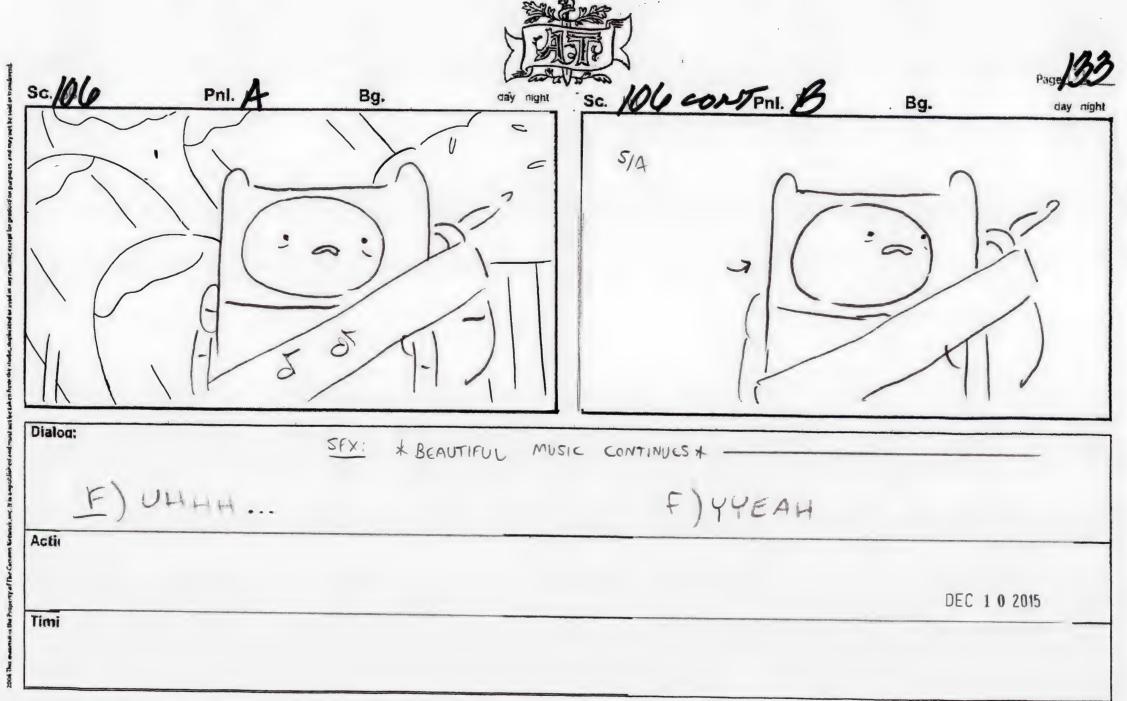
DUDE?

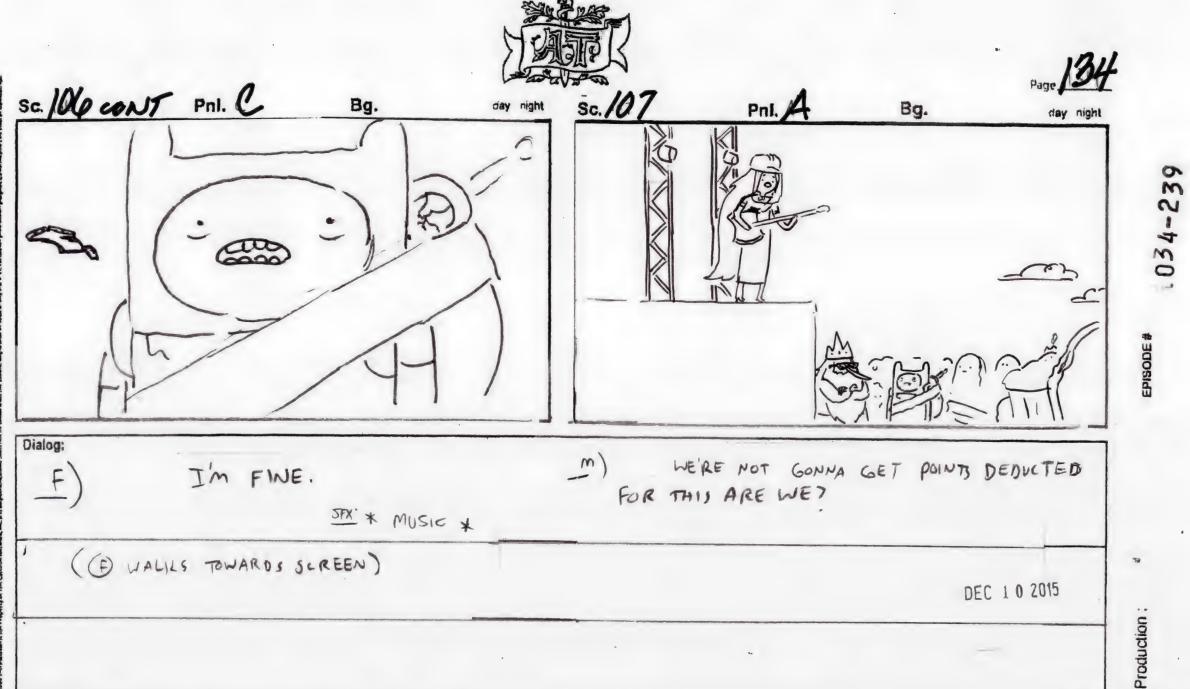
DEC 1 0 2015

Timir

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EPISODE #





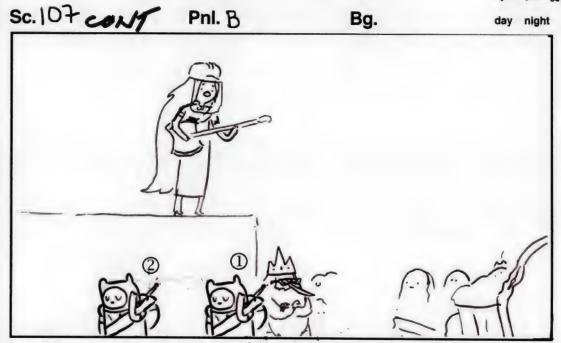
034-239

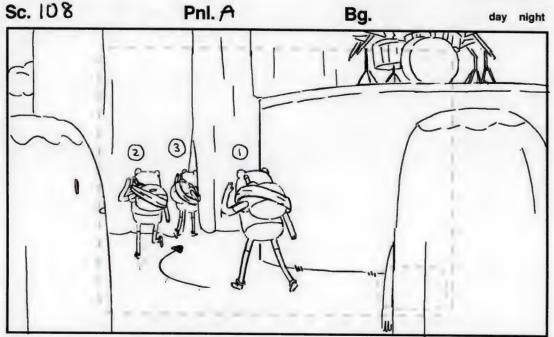
EPISODE #

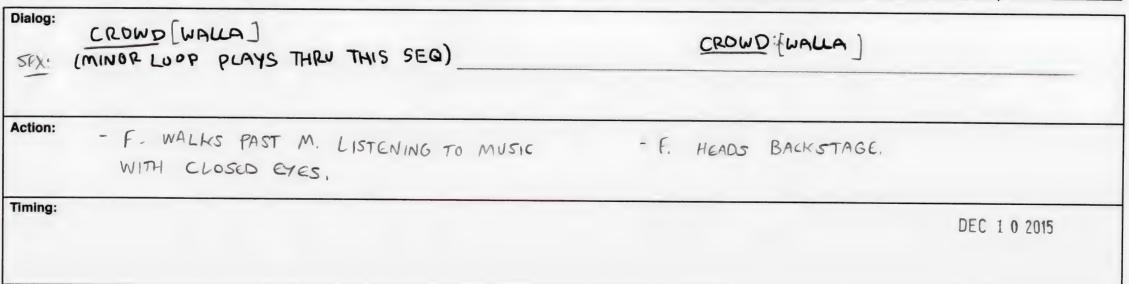
ADVENTURE TIME



Page 135







Dialog:

EPISODE #

Production:

ADVENTURE TIME



Sc. 109 Pnl. A Bg. day night

Sc. 109 CONT Pnl. B Bg. day night

Action:	_	F. PUSHUS	THROUGH		
---------	---	-----------	---------	--	--

FEY: 4 REALTIFUL MUSIC &

JAKE + LADY: [HUMMING]

- JAKE'S VIOLA AND LADY'S HUMMING FADES IN, MINOR LOOP FADES OUT

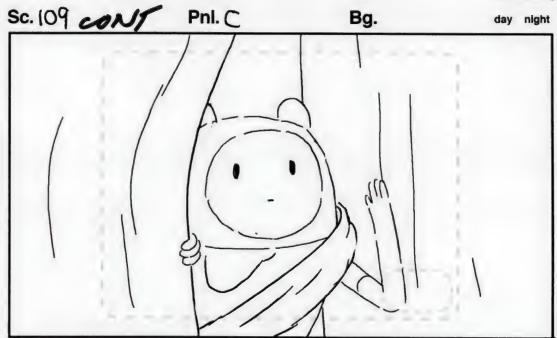
DEC 1 0 2015

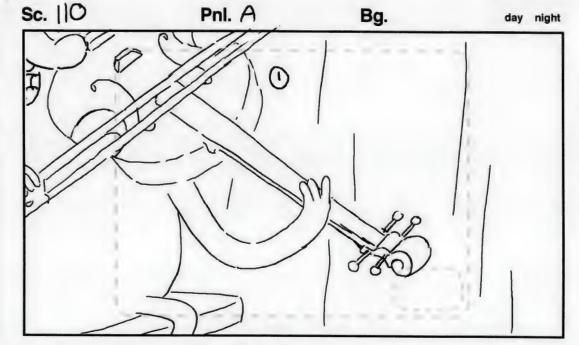
Page 136

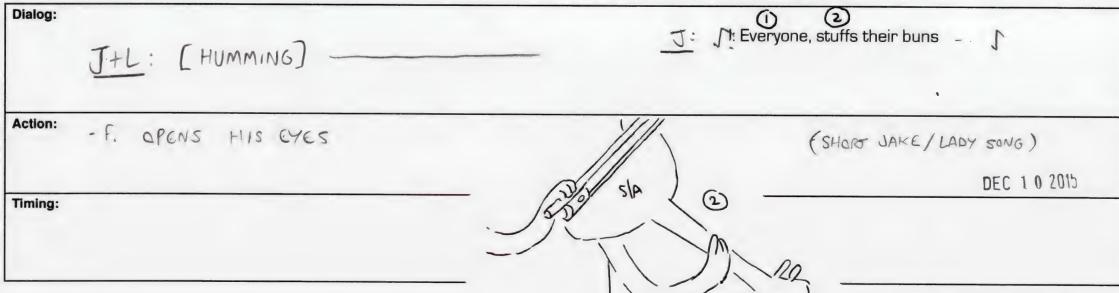
ADVENTURE TIME



Page 137







1

034-239

EPISODE#

ADVENTURE TIME Page 138 Sc. 111 Pnl. A Sc. 112 Bg. Pnl. A Bg. day night Dialog: J: (off screen) Empanada, mandu, wonton J: Pierogi, dumplings, stuff your face 👔 LADY: (SINGS) -Action: - LADY + JAKE PRACTICING IN THE GREEN ROOM. Lady harmonizes DEC 1 0 2015 Timing:

Production:

EPISODE #

.034-239

EPISODE#

ADVENTURE TIME



Sc. 113

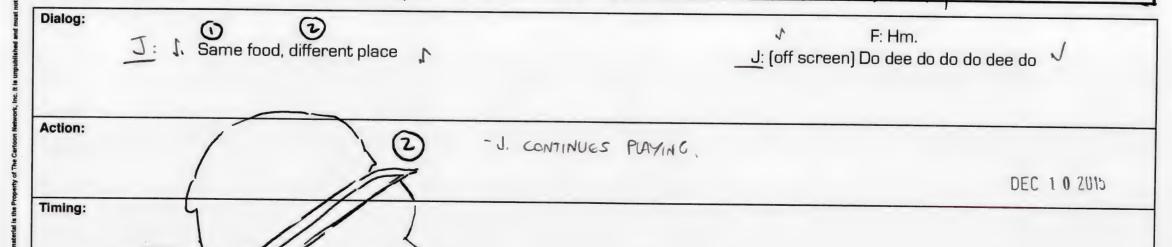
Poll. A

Bg. day night

Sc. 114

Poll. A

Bg. day night



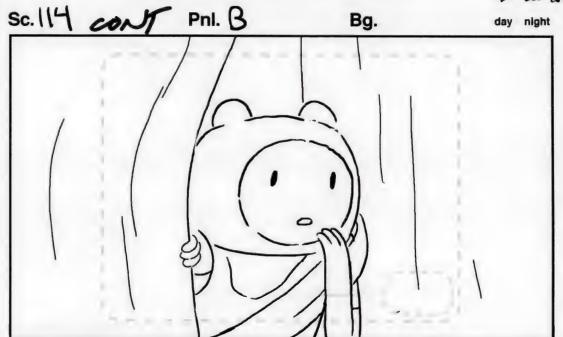
EPISODE #

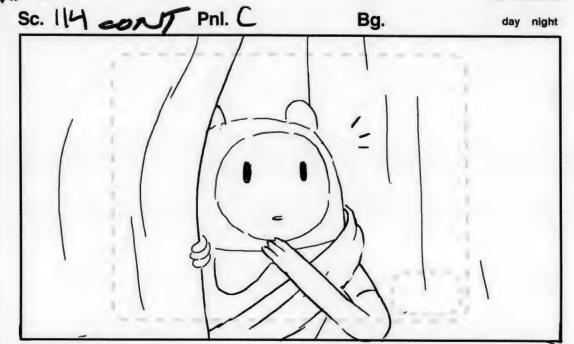
1034/239

ADVENTURE TIME



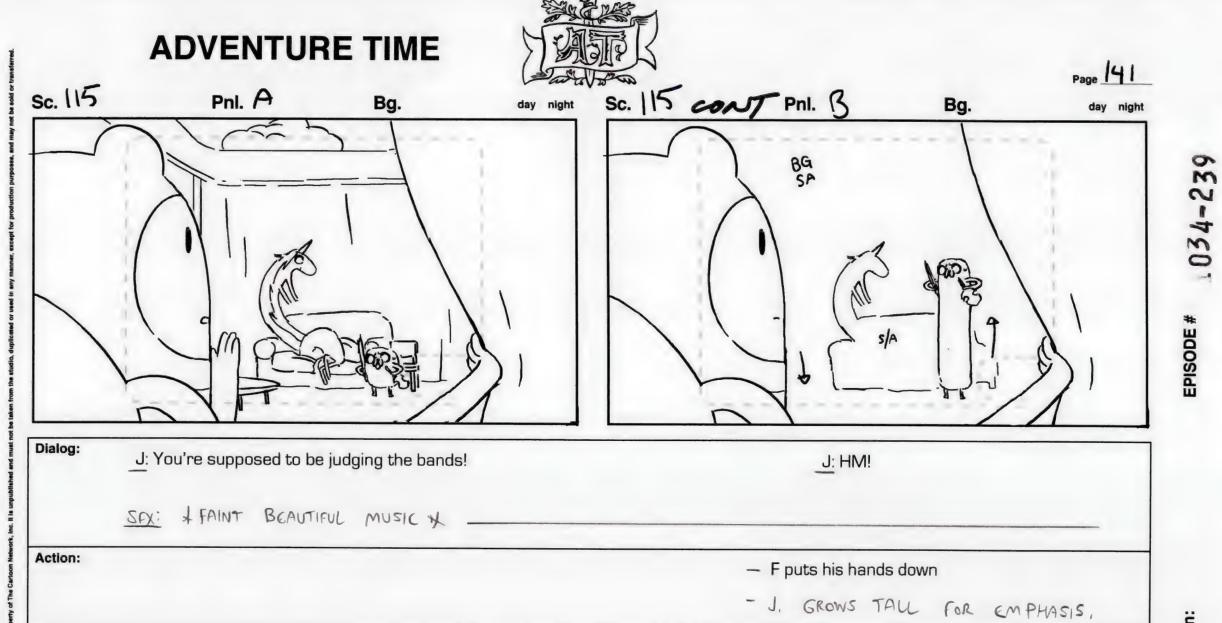
Page 140





Dialog:	F: I guess the song wasn't coming from them	J: (off screen)	What're you doing here?!
	7: DEE DO		
Action:	Jake stops singing		
			DEC 1 0 2015
Timing:			

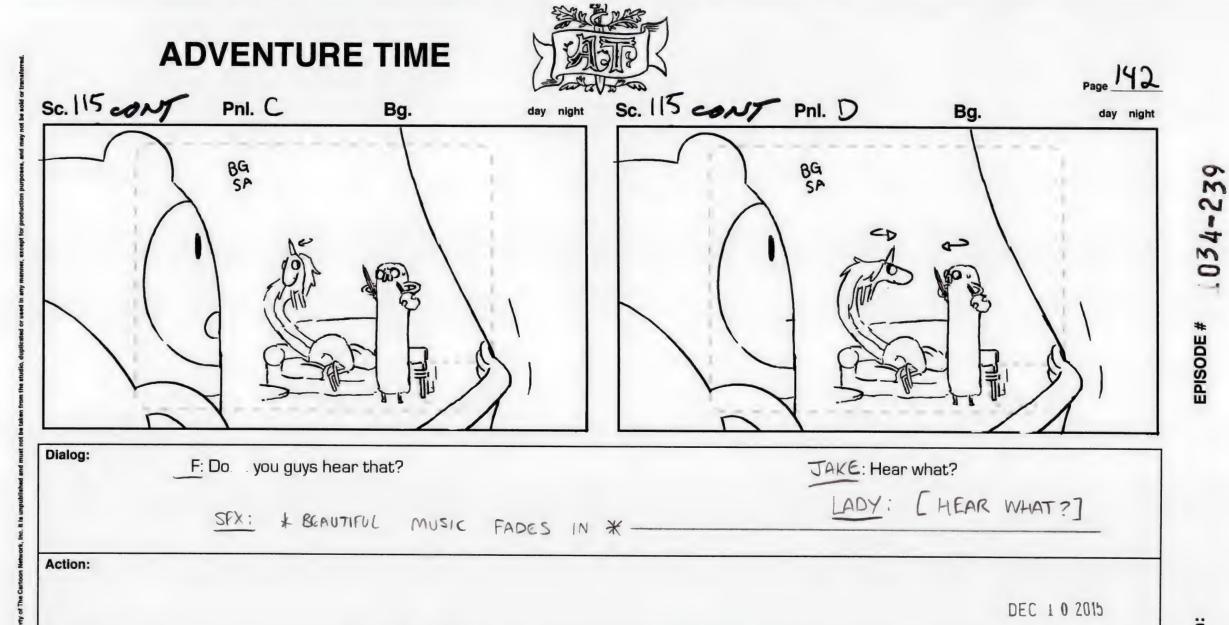
Timing:



DEC 1 0 2015

Timing:

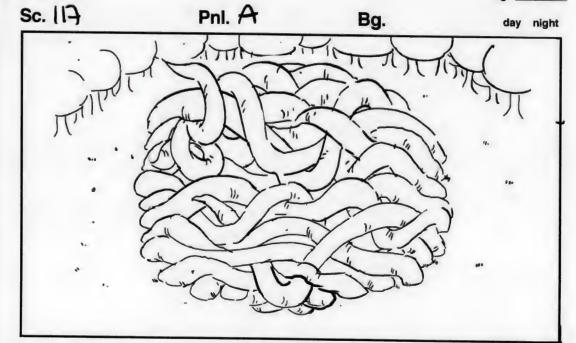
1034/23





Page 143

Sc. 116 Pnl. A Bg. day night



Dialog:	F: It's like	F:a beautiful voice singing with itself
	SFX: * BEAUTIFUL MUSIC CONTINUES X.	
Action:	, . ①	[Minor Loop is louder in shots of the Music Hole] [Wind blowing]
Timing:		DEC 1 0 2015

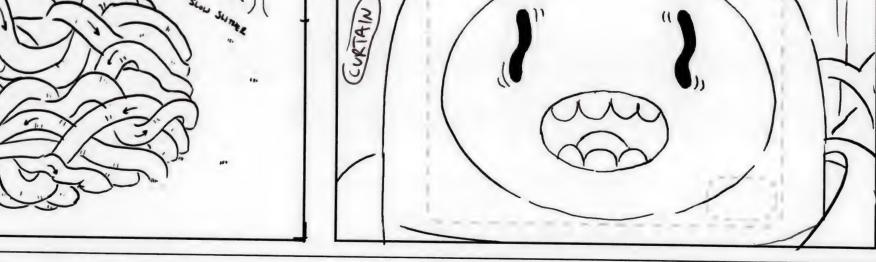
EPISODE #

ADVENTURE TIME



Pnl. A Bg. day night

Sc. 11+ cont	Pnl. b	Bg.	day night
The state of the s	かか		
TTI TTI	STAN		SUMER
			10.
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	C		



Dialog: F: A SONG older than time	F:an entire universe vibrating in harmony.
STX: * BEAUTIFUL MUSIC CONTINUES *	
Action:	[dissolve to F's face] [his eyes wiggle]
Timing:	DEC 1 0 2015

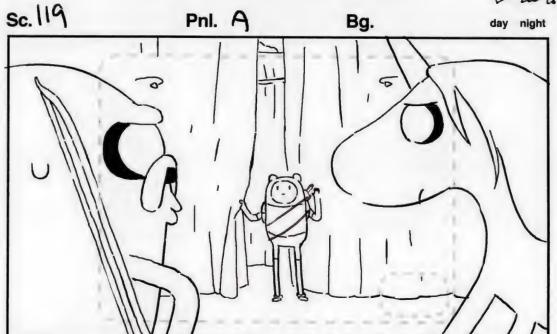
239

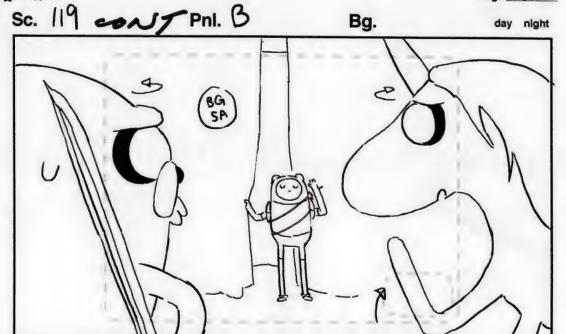
EPISODE #

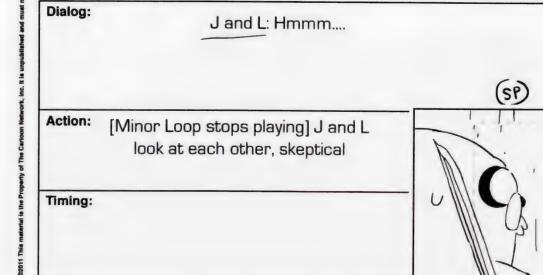
ADVENTURE TIME



Page 145







L: Finn, you seem overtired.

DEC 1 0 2015

Production:

EPISODE#

ADVENTURE TIME



Page 146 Sc. 119 cont Pnl. C Pnl. Bg. Sc. Bg. day night BG SA

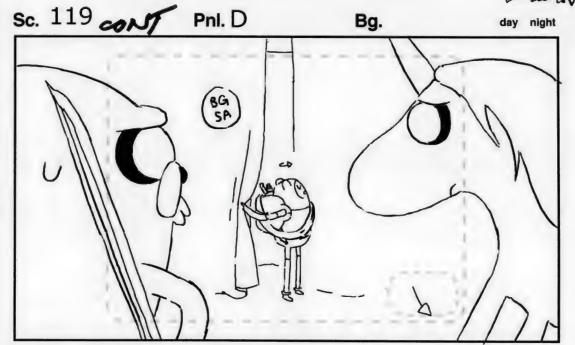
Dialog:	J: Yeah, are your ears ringing?
Action:	[Minor Loop fades back in]
	DEC 1 0 2015
Timing:	

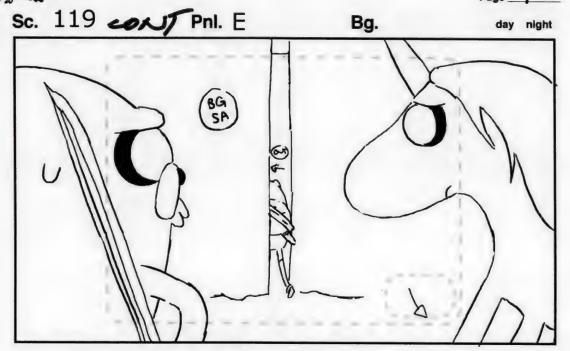
EPISODE #

ADVENTURE TIME



Page 147





Dialog:	© Whoa.	F: Yea guys hold that thought [mumbling to himself]		
	SFX: * BEAUTIFUL MUSIC CONTINUES * _			
Action:		- FINN TURNS AND WALKS OFFIS		
		DEC 1 0 2015		

EPISODE #

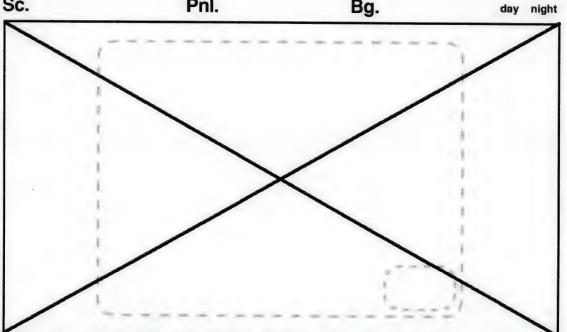
Production:

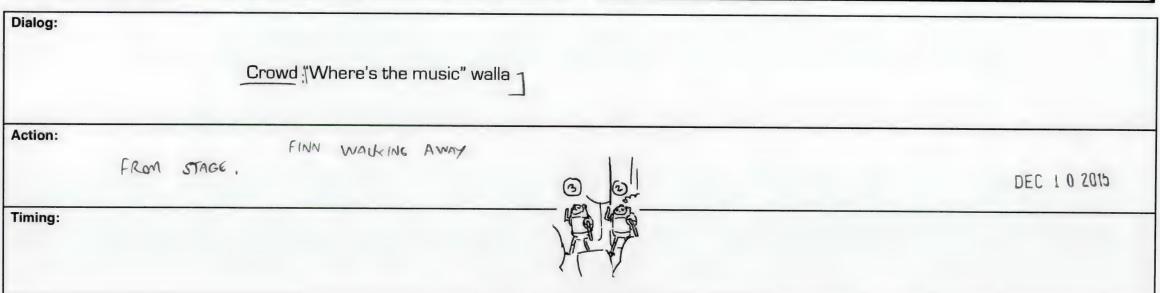
EPISODE#

ADVENTURE TIME



sc. 120 Pnl. A Bg. Pnl. Sc. Bg. BATTLE OF THE BANDS





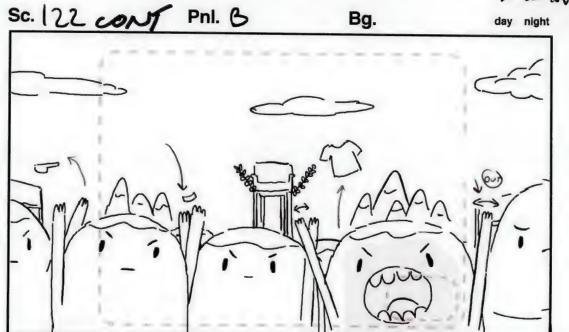
Timing:

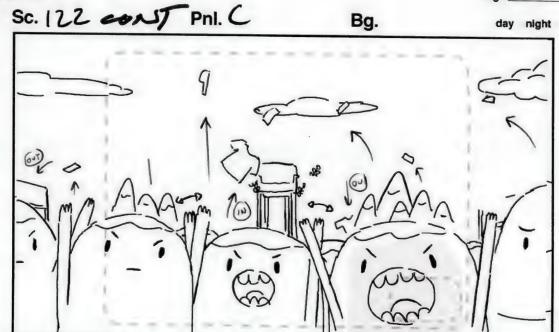
EPISODE#

ADVENTURE TIME



Page 151





Dialog:			
Action:	Crowd throws things in the air	- GRANDMA PEEKS OUT OF CROWD. DEC 10 2013	

d

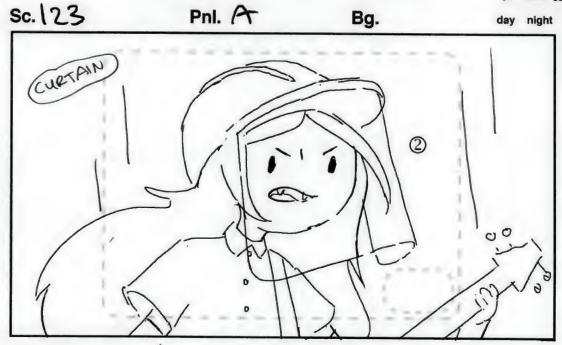
EPISODE#

1034/239

ADVENTURE TIME

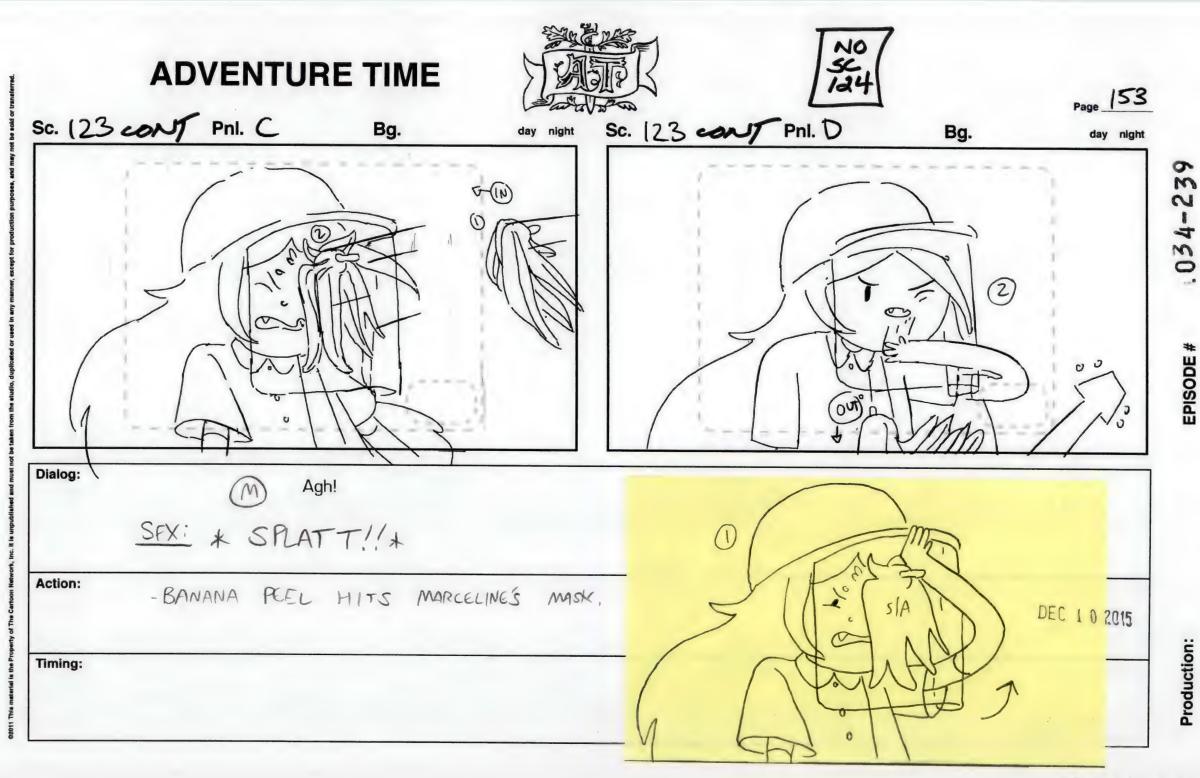


Page 152 Sc. 123 00 Pnl. B Bg. day night





Dialog:	CONTINUE THIS FREE CONCERT	M	FIND MY PICK, YA SCRUBE	s!
Action:			DEC 1 0 201	15
Timing:				



EPISODE#

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roduction

EPISODE#

ADVENTURE TIME



Page 156

Sc. 126 conf Pnl. 3 Bg. day night

Sc. 127 Pnl. A Bg. day night

Dialog: I'm yelling I'm yelling up here! Yelling man up here! Hello!

M Simon, what are you doing?

Action:

- IK WALKS ONTO STAGE.

DEC 1 0 2015

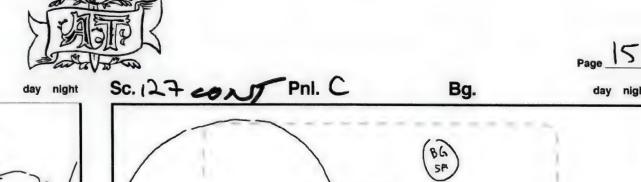
Timing:

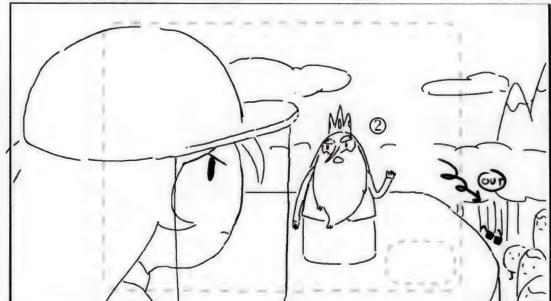
EPISODE #

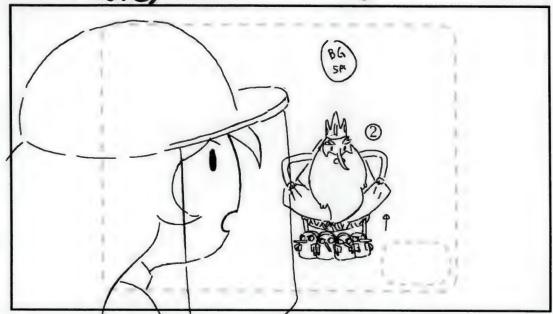
ADVENTURE TIME

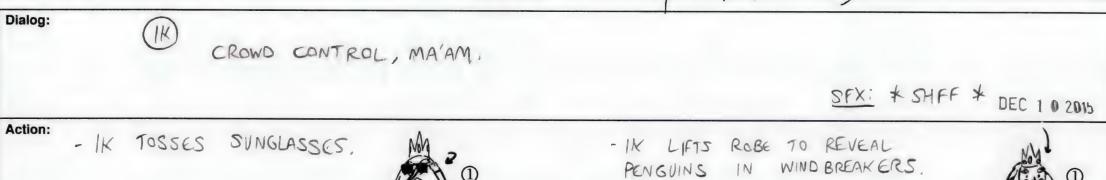
Sc. 127 cont Pnl. B Bg.



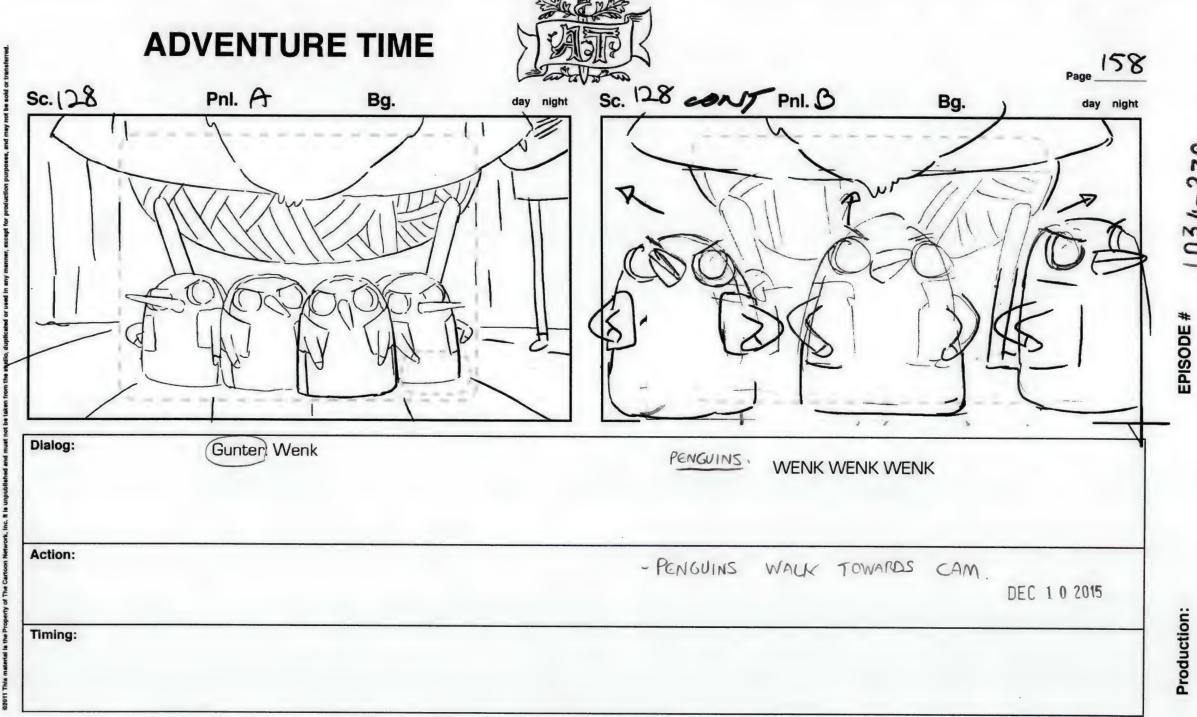


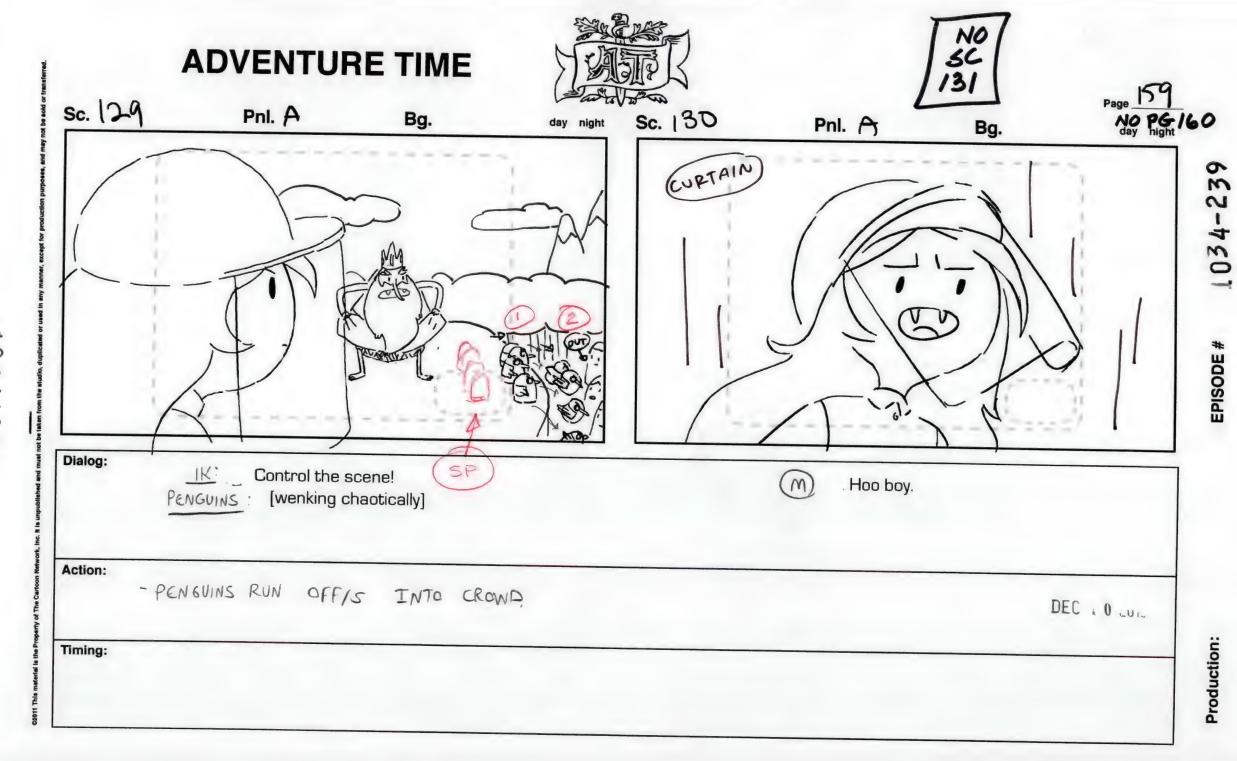






Timing:



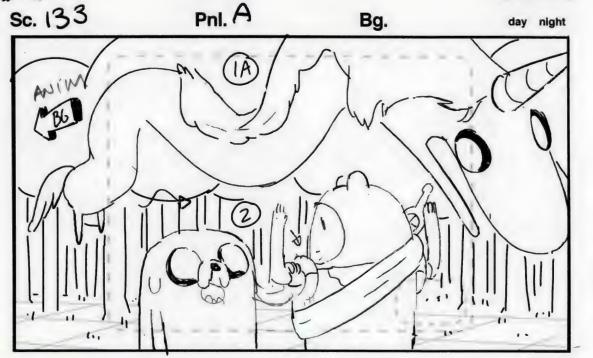


EPISODE#

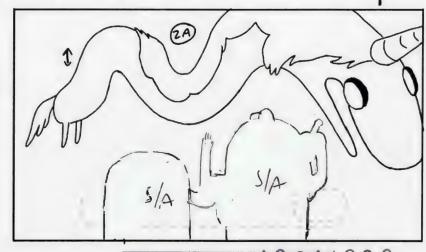
A	DVENTUF	RE TIME			Page (6)
Sc. 132	Pnl. A	Bg.	day night	Sc. 132 00 Pnl. B	Bg. day night
(BG)				Con the contract of the contra	-BC
Dialog:	: * BEAUTIFUL	MUSIC *	-	J: Hey FINN! L: Hey!	
Action:				-J+L COME ON	DEC 1 0 2015
Timing:					



Sc. 132 can Pnl. C Bg.







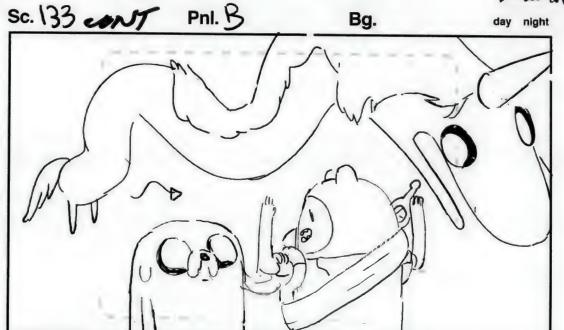
1034/239

EPISODE

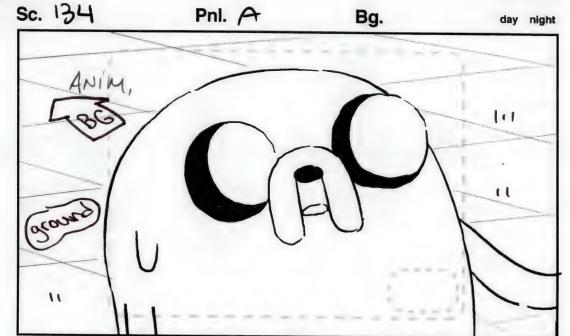
EPISODE#



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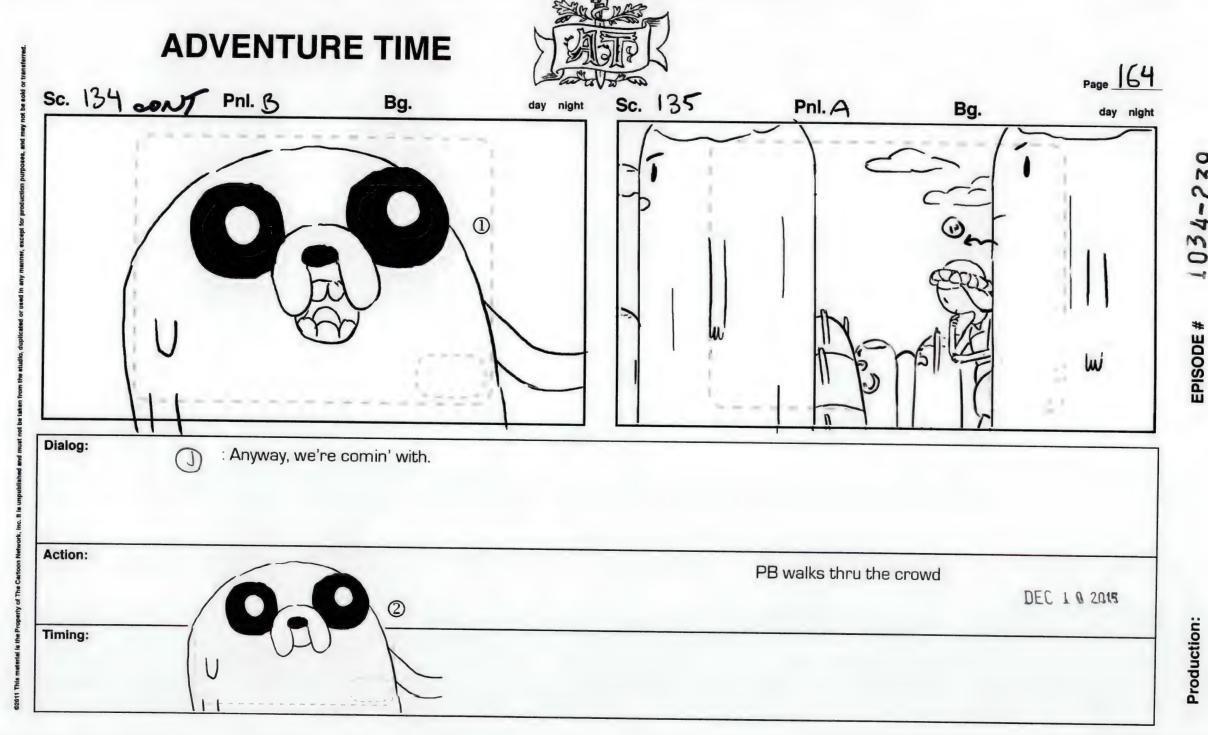


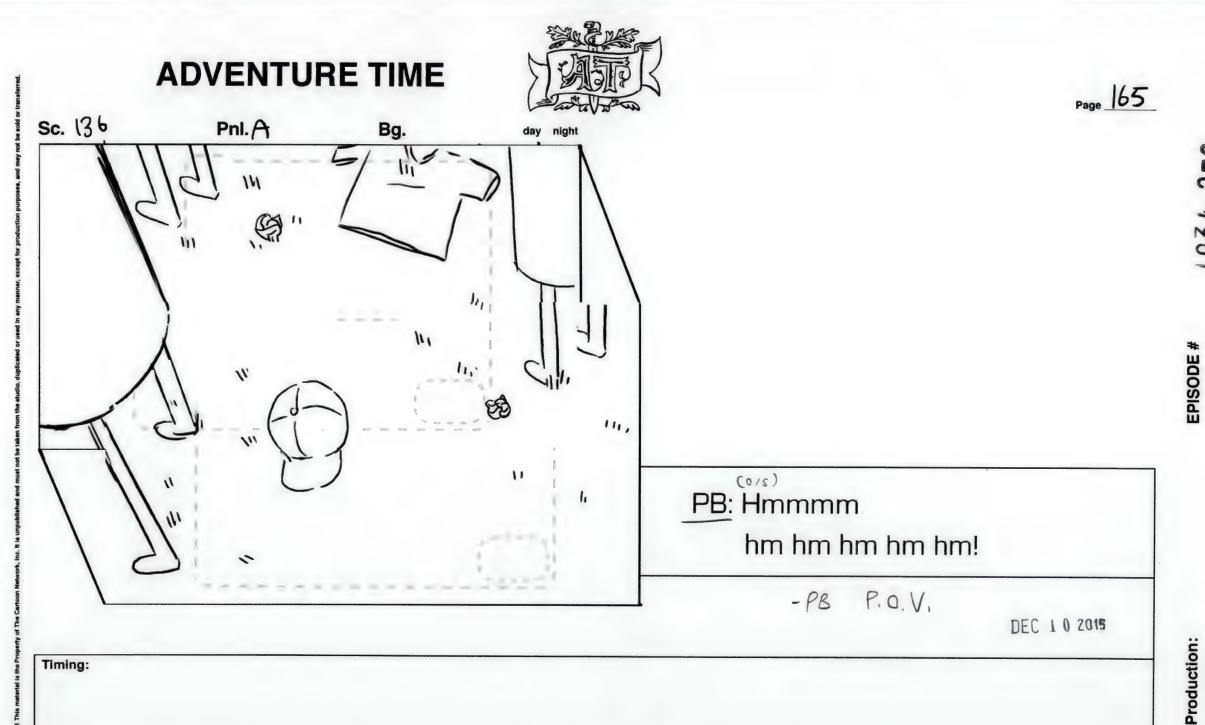
ADVENTURE TIME





6



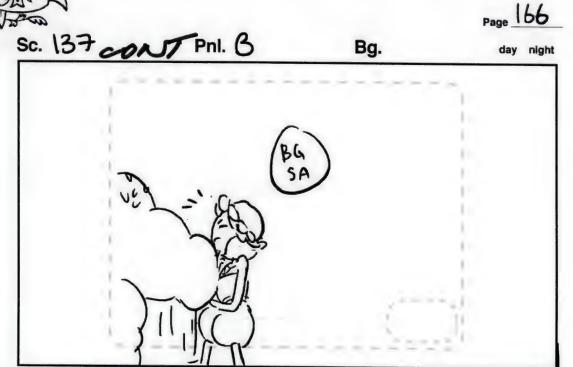


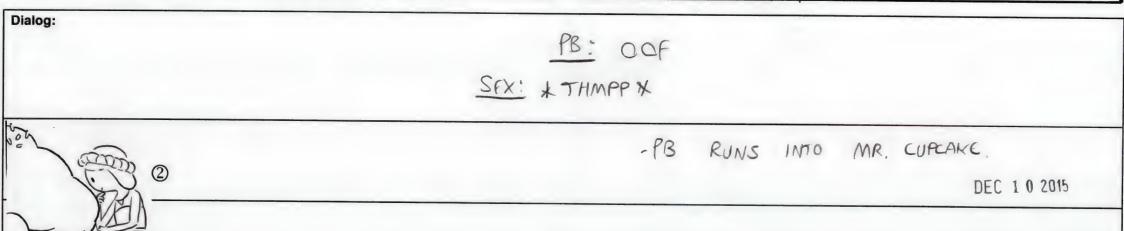
EPISODE#

ADVENTURE TIME



Sc. 137 Pnl. A Bg.

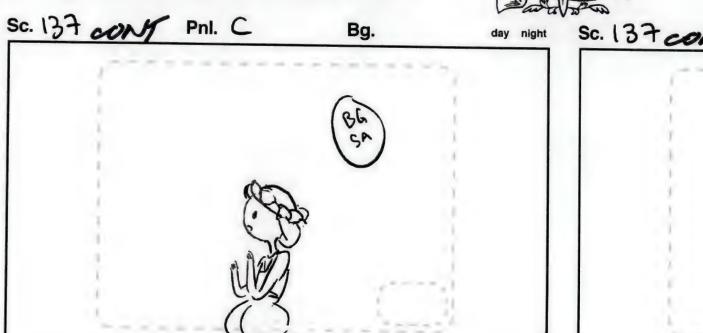


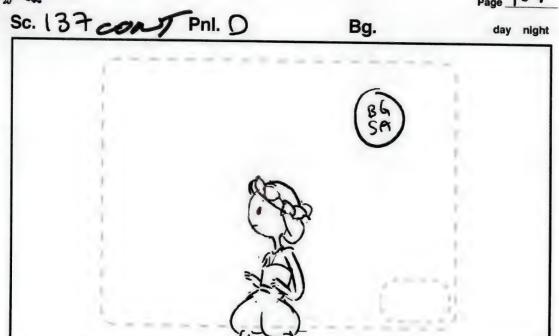


EPISODE #

ADVENTURE TIME

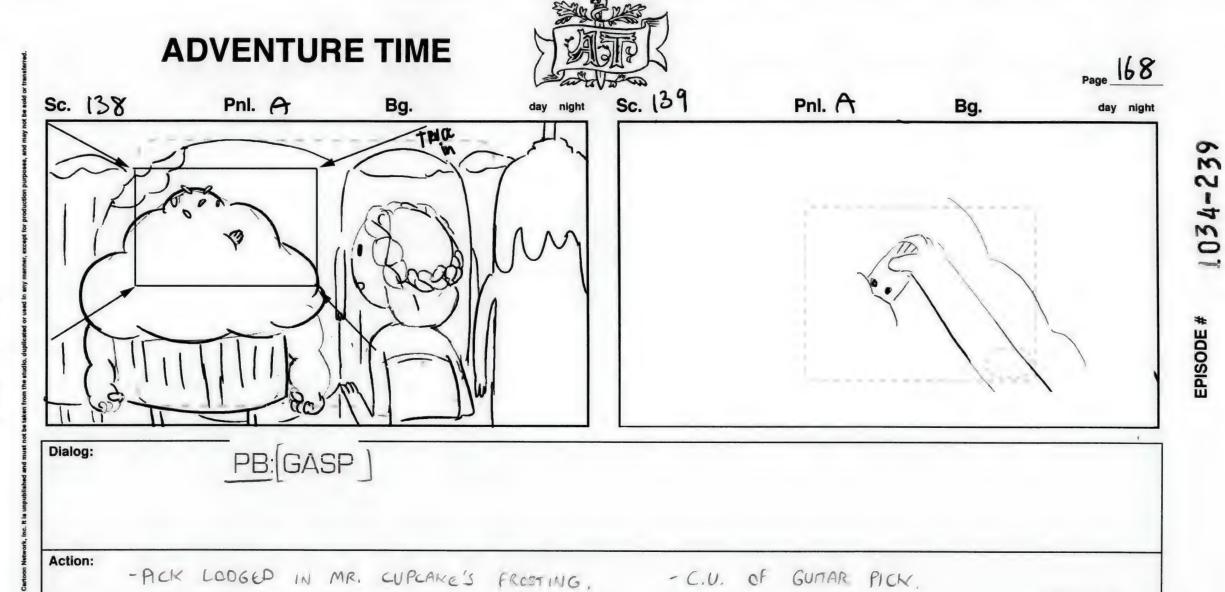






Dialog:	PB: Oh, excuse me. I	
Action: _ N	IR. CUPCAKE DOESN'T SEEM TO NOTICE.	-PB NOTICES SOMETHING.
Timing:		DEC 1 0 2015

Timing:



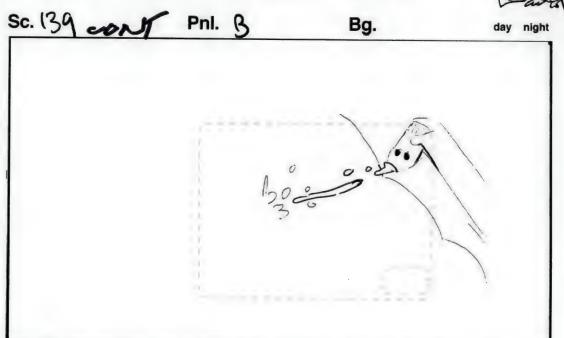
1034/239

DEC 1 0 2015

EPISODE#

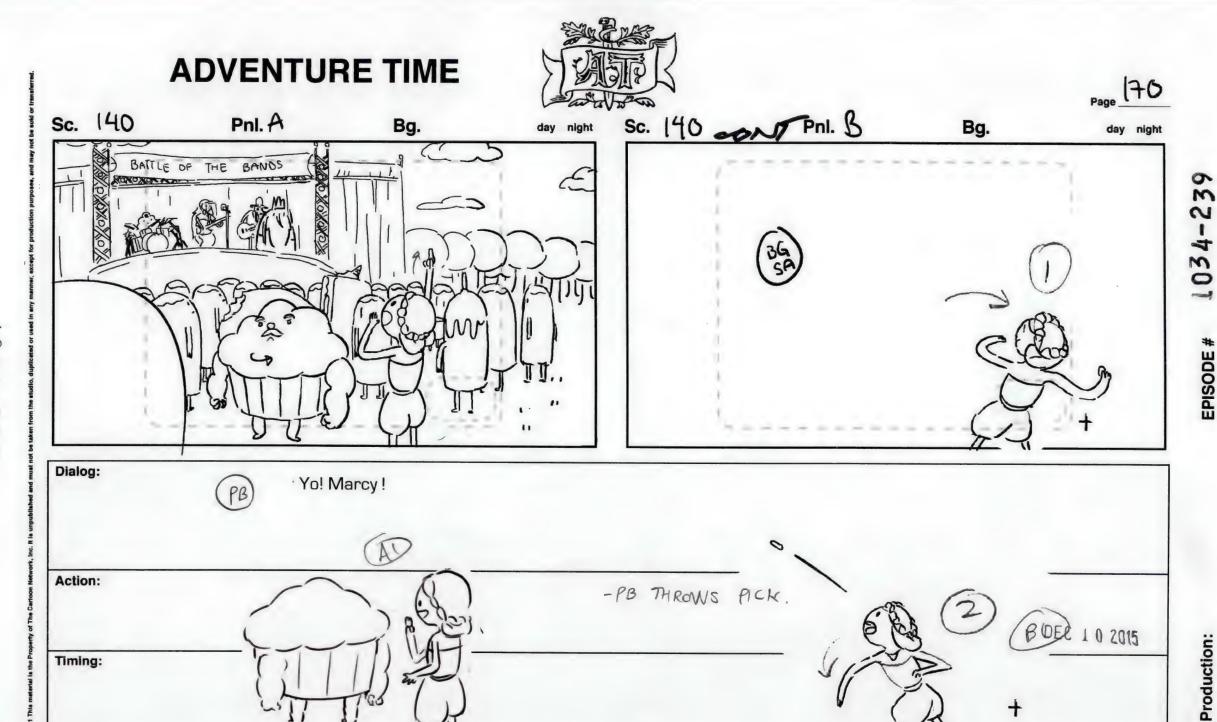
ADVENTURE TIME



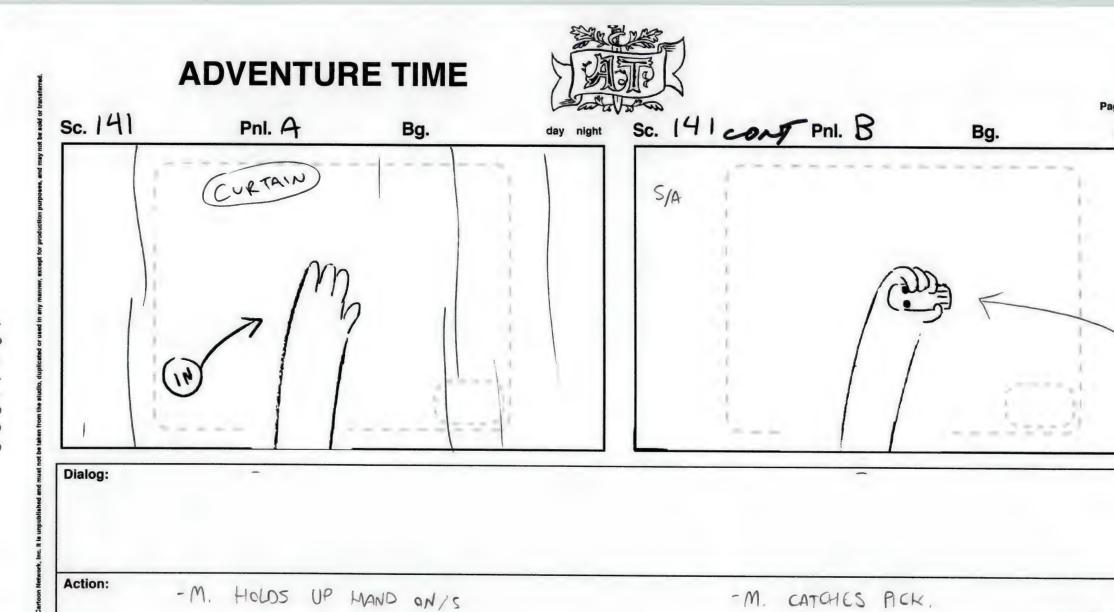


Sc. 139 CONT Pril. C Bg. day night

Dialog: SFX: [fart noise] Action: - PB PULLS OUT PICK OFF/S.
DEC 1 0 2018 - PB REACHES ON/S FOR PICK. Timing:



Timing:

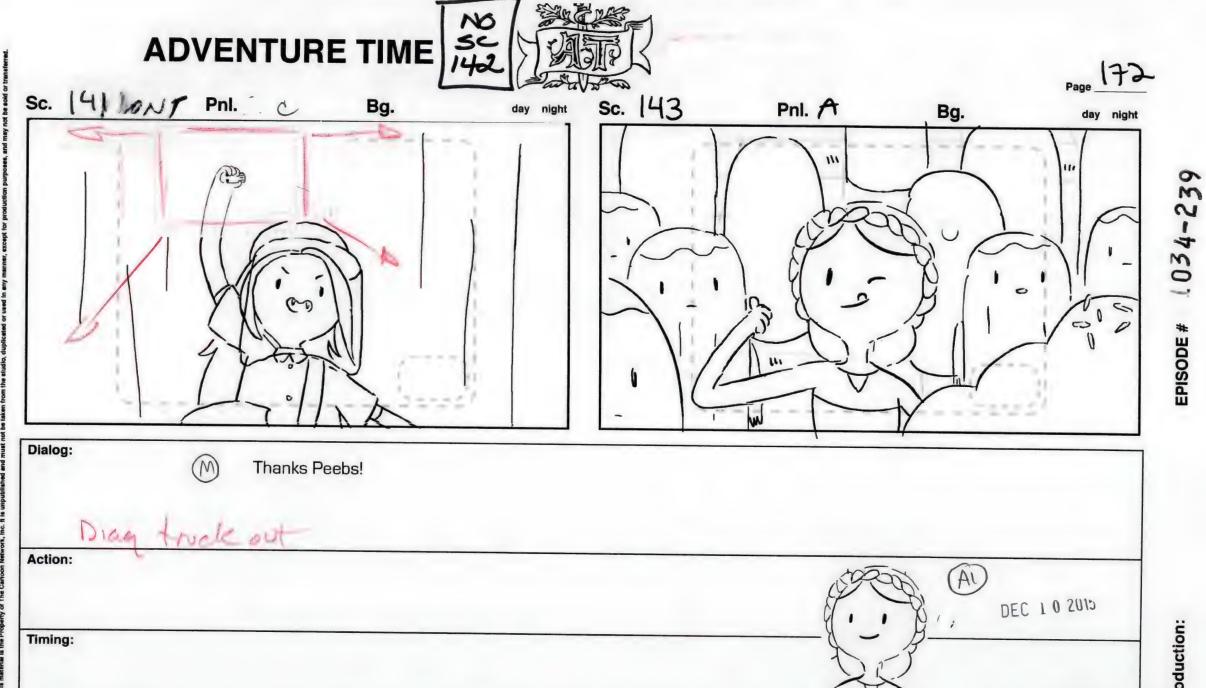


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EPISODE#

5

DEC 1 0 2015







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Sc. 144

Pnl. A

Bg.

day nigh

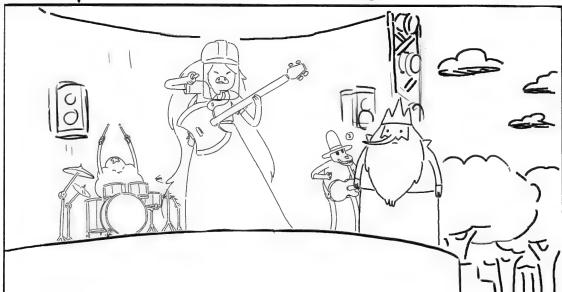
Sc. 144

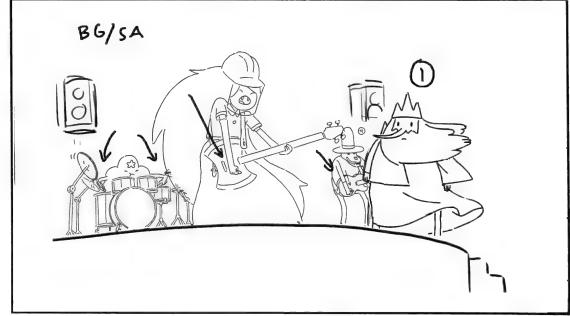
FOR TIMING.

Pnl. B

Bg.

day night





Dialog:

Autumn comes -- |

Action:

- IK is blown off stage

- M CONTINUES SONG.

SP

A CONTRACTOR OF THE PROPERTY O

Coduction

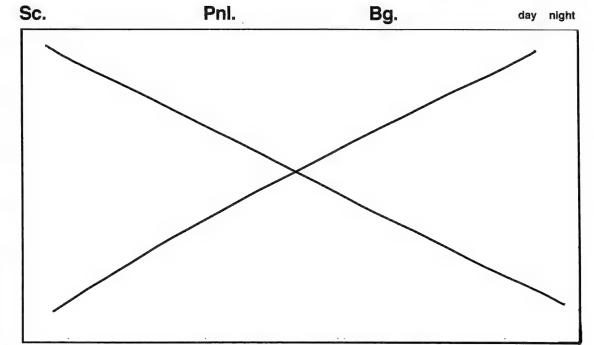
EPISODE #





Sc. 144 Pnl.C Bg. day night

Dialog:



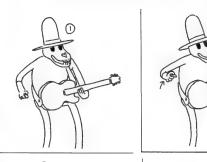
Action:		
-		
Timing:	- See next pg. (173B) FOR MORE POSES	

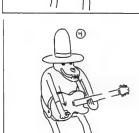
- POSES FOR SC. 144)

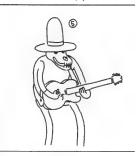


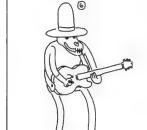
Page 173 B

DEATH POSES





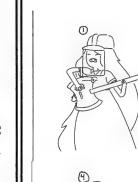






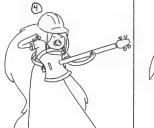
MARCELINE POSE)

<u>cycle:</u> 0,0,3,9,5,6,0,0,8,0,8,9,0,8



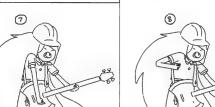




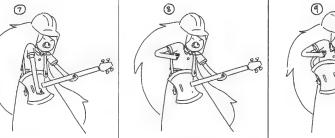














LSP POSES

<u>LYCLE:</u> (1), (2), (3), (4), (3), (4), (5), (2), (3), (4), (5), (4)

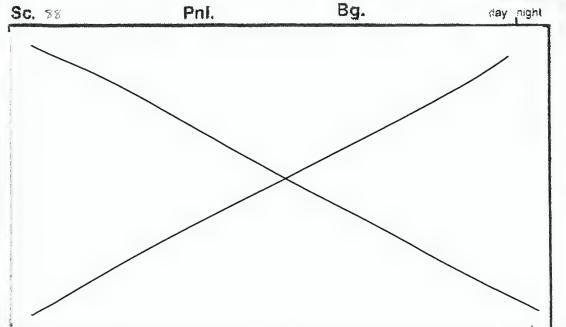
See ref mov for timing

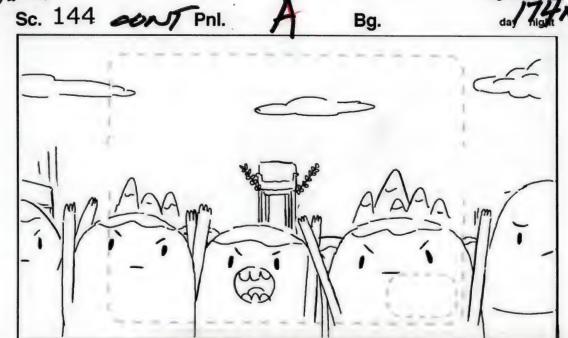
M 0 EPISODE #

2

Production:





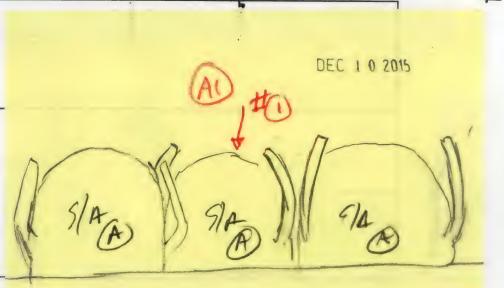


Dialog:

——When you're

Action:

Timing:



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034-2

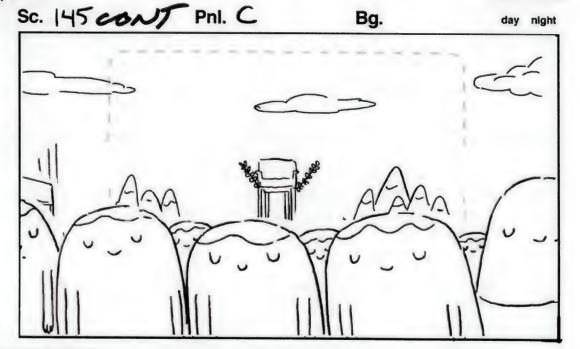
EPISODE #

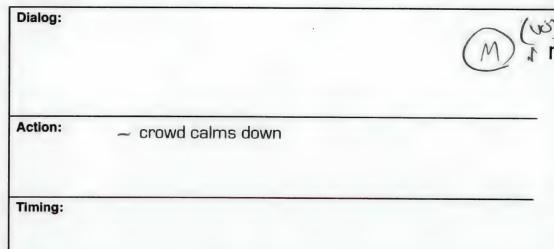
EPISODE # (034-239

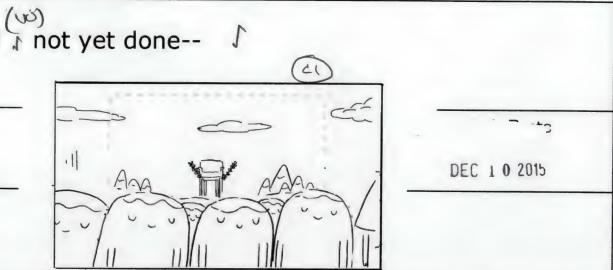
ADVENTURE TIME



Sc. 145 CONT PNI. B Bg.







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EPISODE #

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Production:

10

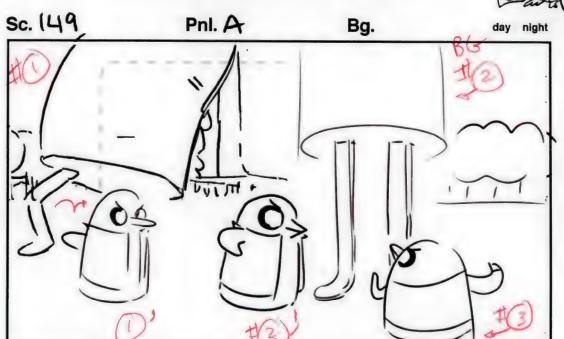
34/239

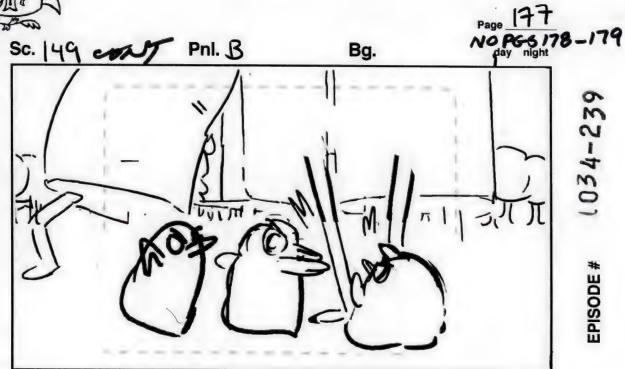
1034/239

EPISODE #

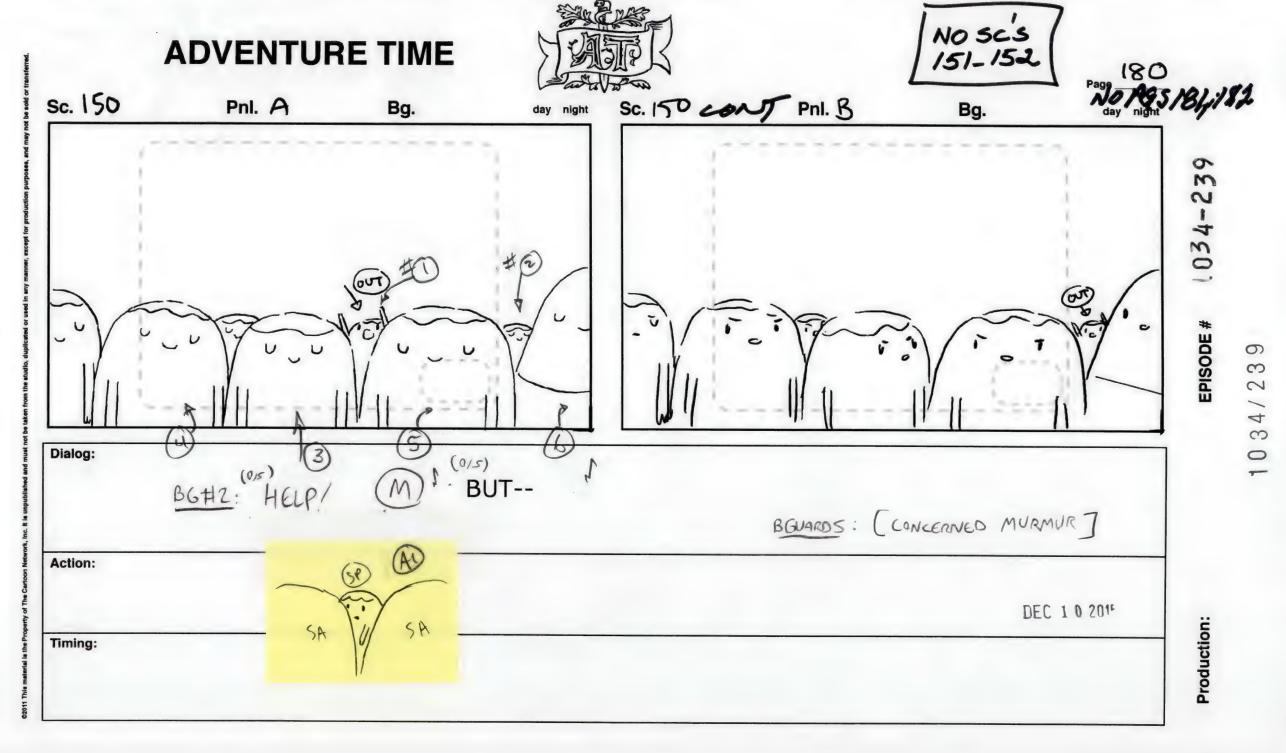
ADVENTURE TIME







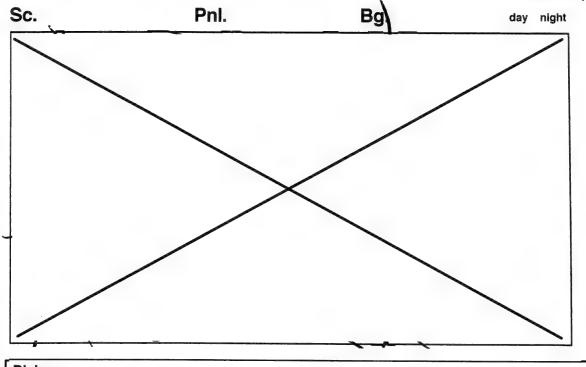
Dialog:	M 1 (0/5) B YE-EEE	
Action:		DEC 1 0 2015
Timing:		

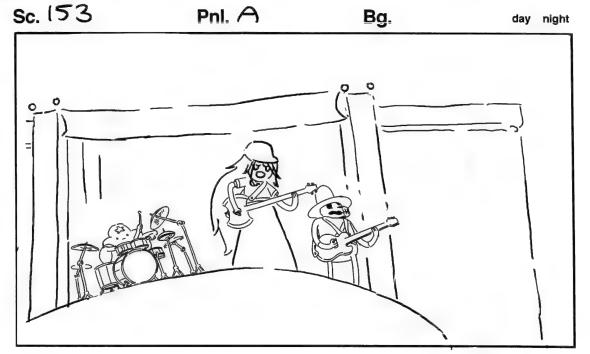




12/18/19

Page | 83





Dialog:

M I don't-- Λ

Action:

Timing:

*SEE PS, 185A FOR MORE POSES OF LSP + DEATH

* SEE REF MOU FOR ADDITIONAL INBETWEEN POSES TO INFORM
TIMING/TRANSITIONS/ OVERLAP BETWEEN KEY POSES.

EPISODE#



(2/(8/15) Page

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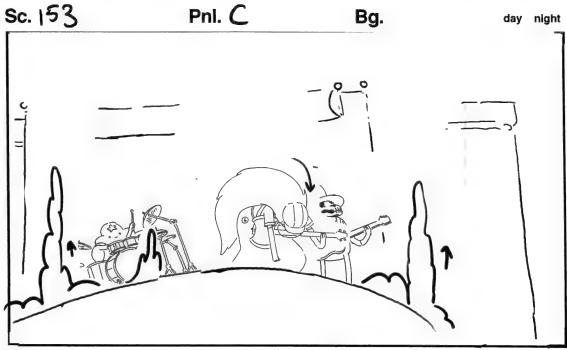
1034-27

EPISODE #

Production

Sc. 153 Pnl. 3 Bg. day night

Timing:



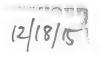
Dialog:

Think --

Action:

- smoke erupts from the stage





Sc. 153

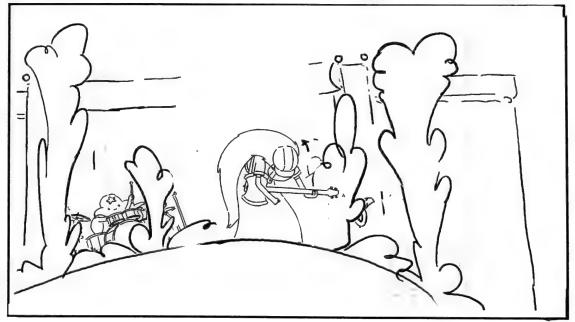
Pnl. D

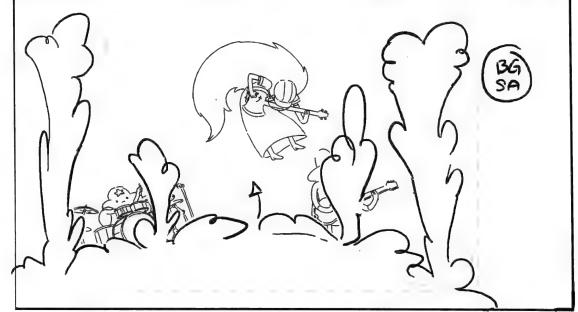
Bg.

Sc. 153

Pnl. E

Bg.





D:	-1	og	_
1 71	aı	OO	٠
		-	

I could --

-M. RISCS INTO THE AIR.

Timing:

Action:

- See REF VID FOR TIMING.

MARCY'S RT. HAND CYCLE O, O, O, O ect. THROUGH THE END OF SC.

Production:

EPISODE#





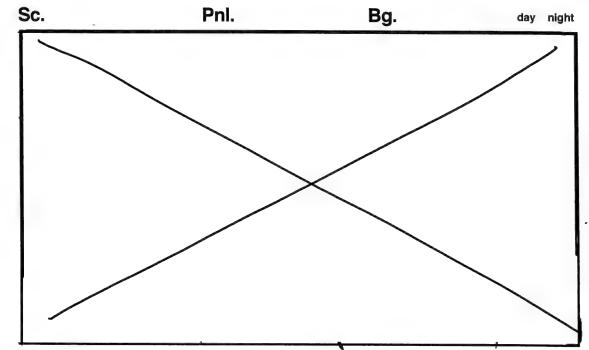
Page |85

Sc. 153

Pnl. D

Bg.

day night



Dialog



stand to be

1

Timing:

Action:

Production:

EPISODE#

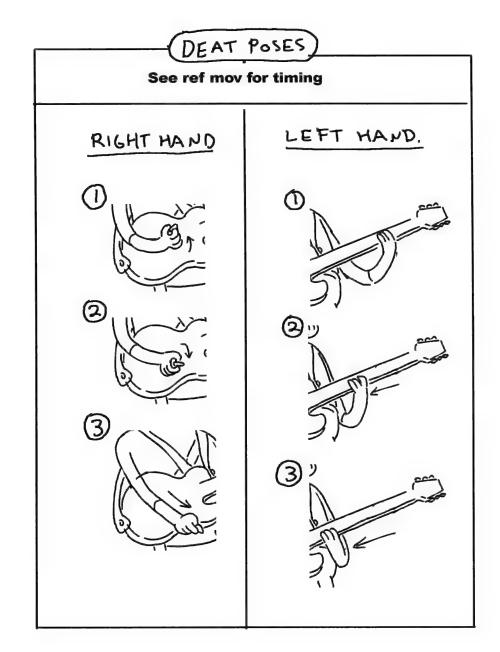
POSES FOR SC. 153



12/18/15

Page 185 A

LSP POSES CYCLE: (1), (2), (3), (4) (epest see ref mov for additional inbetween poses and timing



034-23

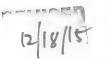
EPISODE #

	ADVENTU	RE TIME		THE STATE OF THE S			Page 1858
Sc. 88	PnI.	Bg.	day night	Sc. 154	Pnl. A	Bg.	Page 100E
delining in the contract of th						2	2770
				No /		\$ 20 * 20	
Dialog:			M ∫ sta	nd to be	,		(3)
Action:						DEC	1 0 50/c
Timing:							

Production:

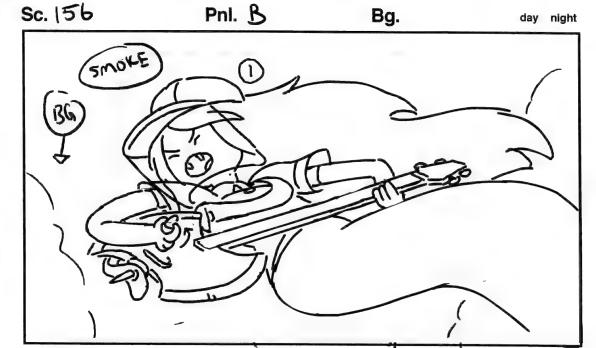
EPISODE #





Page 187

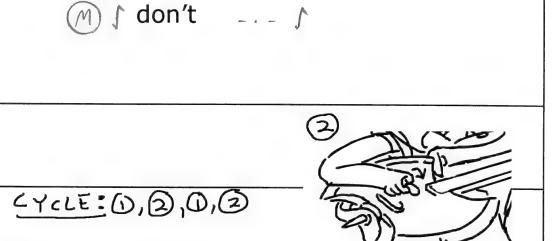
Sc. 156 Pnl. A Bg. day night





Dialog:





- SEE REF VID FOR TIMING + BREAKDOWN POSES.

1034-23

EPISODE#

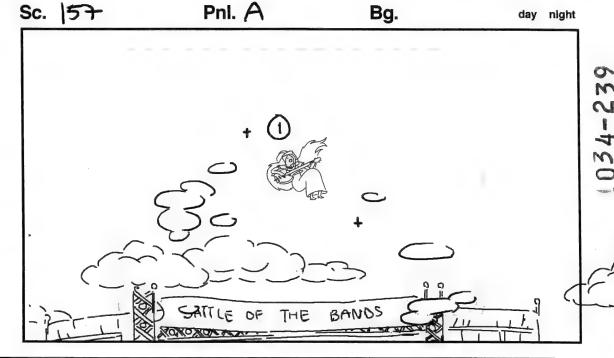
Production:

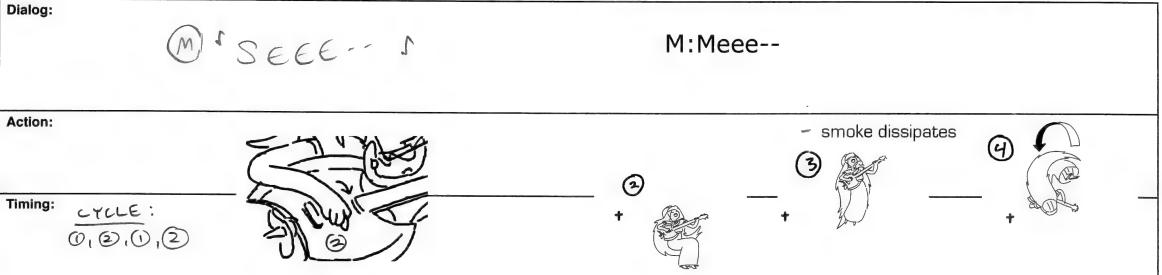




Page 188

Sc. 56 Pnl. C Bg. day night



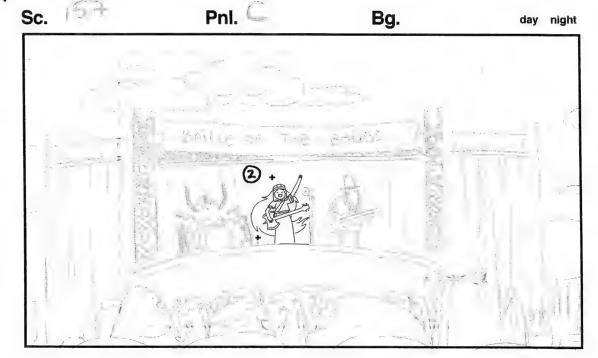


roduction.





Sc. Pnl. Bg. day night



Action:

- M. SWIMS DOWN TOWARDS STAGE. +

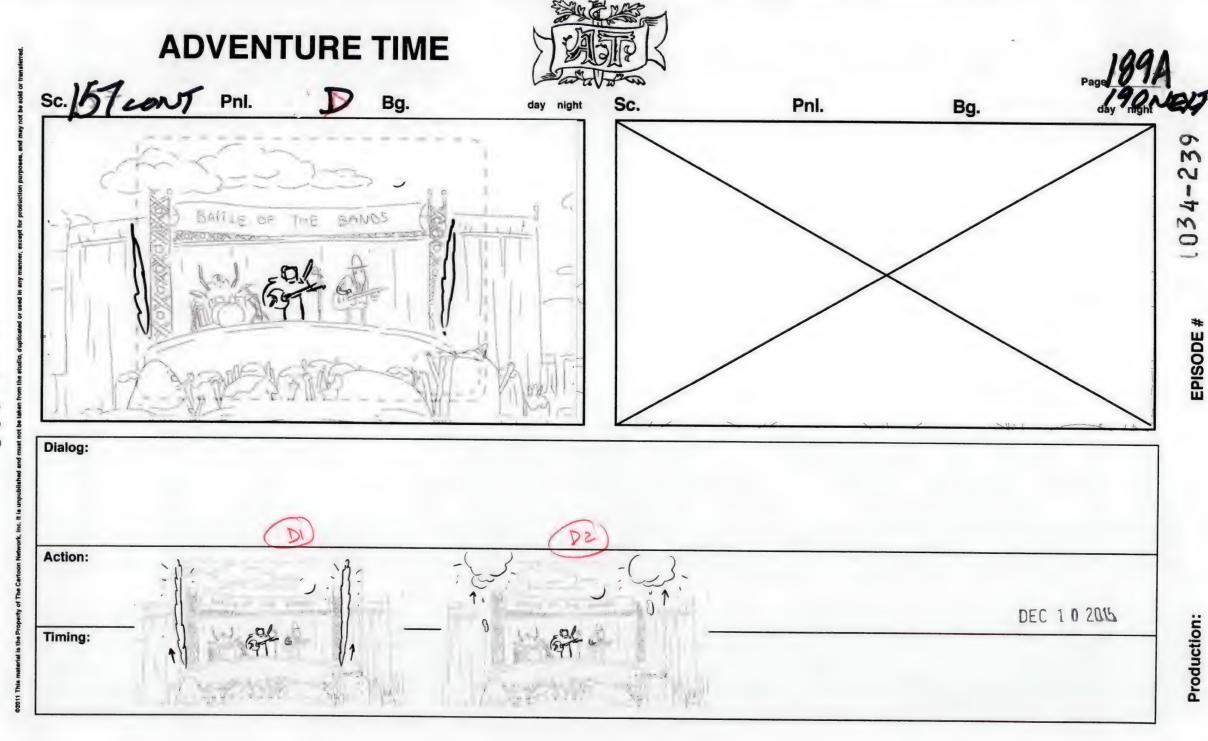
(SONG ENDS)

Timing:

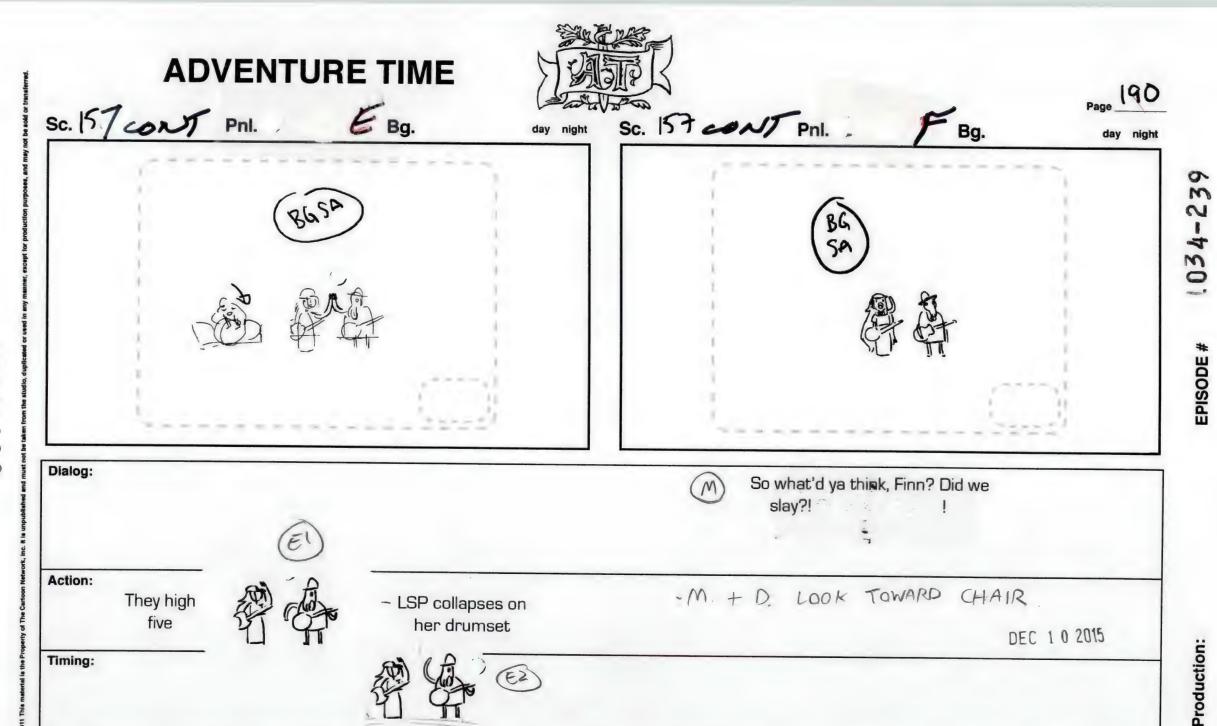
034-23

EPISODE #

Production:



0



EPISODE#

Production:

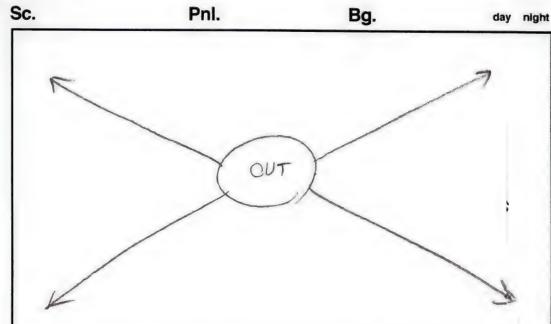
EPISODE#

Production:

ADVENTURE TIME Sc. [60 Pnl. A Bg.



Page | | 9 2





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ADVENTURE TIME	7				_{Page} _193
Sc. 160 CONT Pol. Bg.	day night	Sc. 162	Pnl. A	Bg.	day night
WIPE		A BG PAT			

SFX: * BEAUTIFUL MUSIC
- F, J, LADY STILL WALKING IN FOREST. DEC 1 0 2015
DEC 1 0 2013

1034/239

EPISODE #

Production:

1034/239

EPISODE#

Production:



Page 195

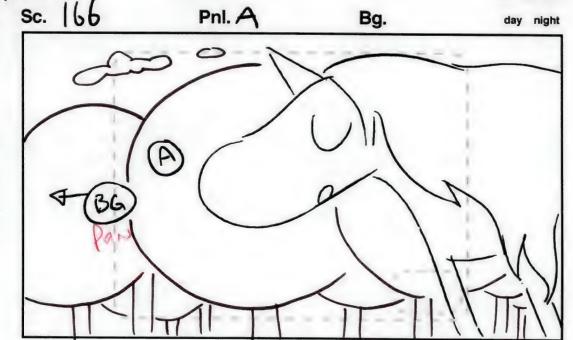
Sc. 165

Pnl. A

Bg.

day night

RGoved



Dialog:

(1) LADY HOW'RE WE DOIN' ON TIME.

CAN WE MAKE IT BACK IN TIME

TO JUDGE THE BANDS?

Obviously no .

(3)

DEC 1 0 2015

Action:

Timing:

Production:

EPISODE #

103,4/239

Sc. 167 Pnl. A Bg.

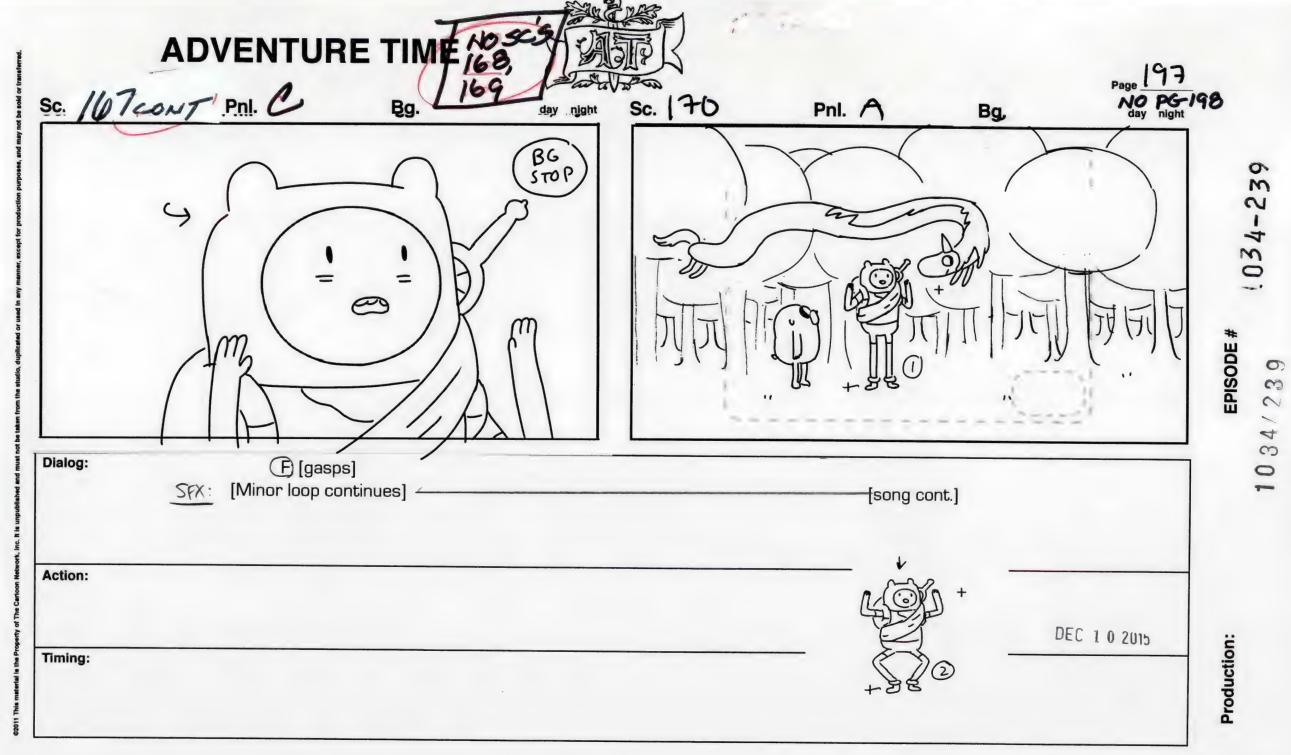
~

Dialog:

Action:

Timing:

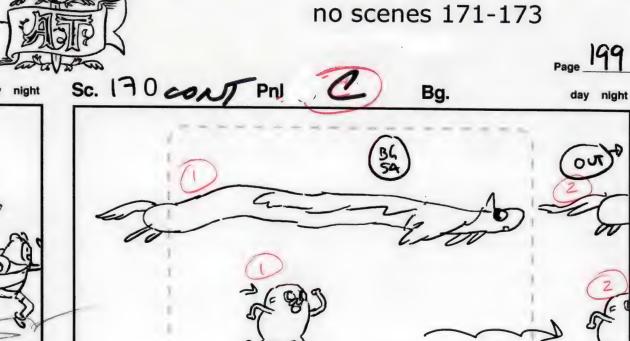
DEC 1 0 2015

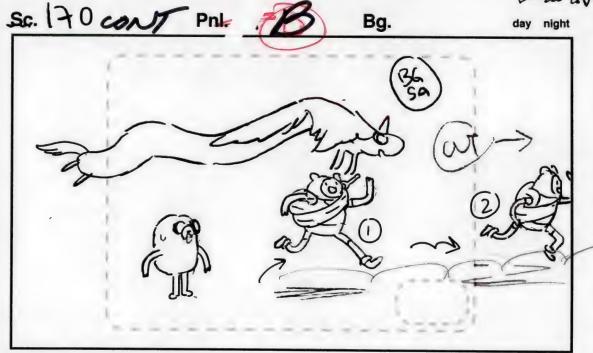


1034/239









Dialog: It's so close! Action: -F. RUNS OFFIS. - LADY + J FOLLOW FINN. DEC 1 0 2015 Timing:

ITS --

DEC 1 0 2015

Production:

034-2

EPISODE#

EPISODE #

ADVENTURE TIME

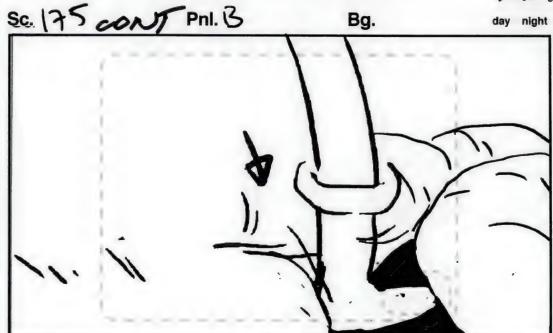




Sc. 176

Pnl. A

Bg.



Dialog: WOOP! SONG STOPS/FADES SFX: * BEAUTIFUL MUSIC. + Action: -F. FALLS. - F. STEPS INTO HOLE DEC 1 0 2015 Timing:

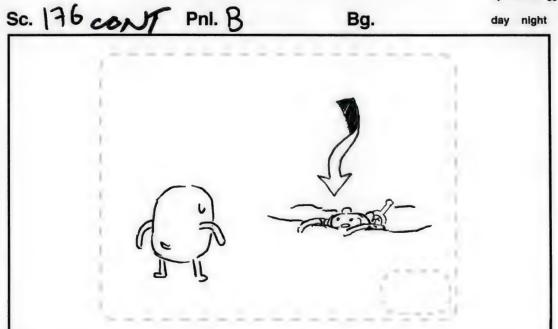
EPISODE #

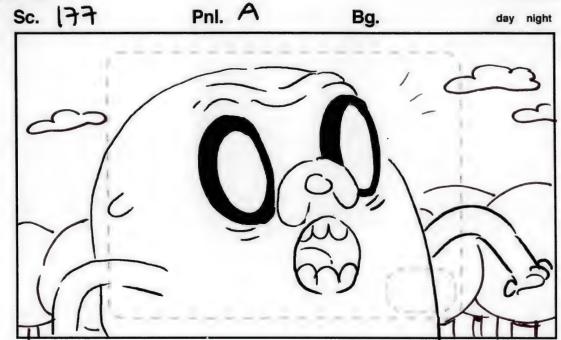
Production:

ADVENTURE TIME



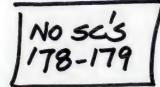
202 Page











203

Sc. Pnl. Bg. day night Sc. 177cos Pnl. Bg. day night

EPISODE #

1034/23

Action:

- J. STRETUICS

ARMS OFF,S

DEC 1 0 501E

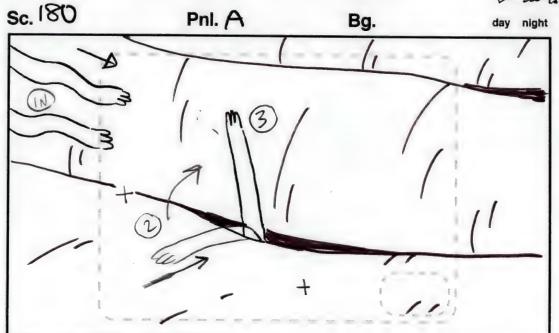
Production:

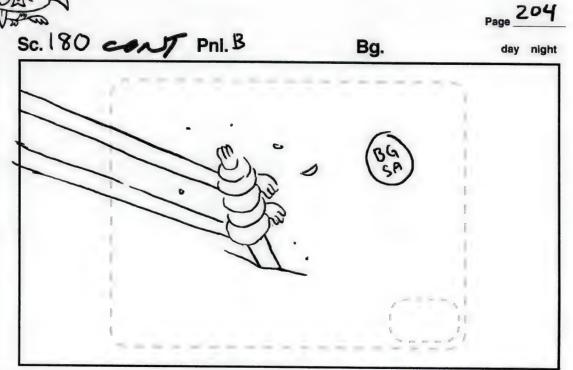
(034-239

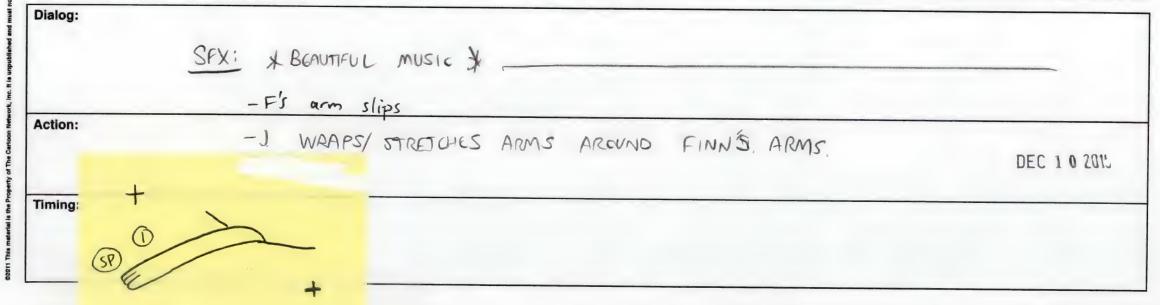
EPISODE#

ADVENTURE TIME







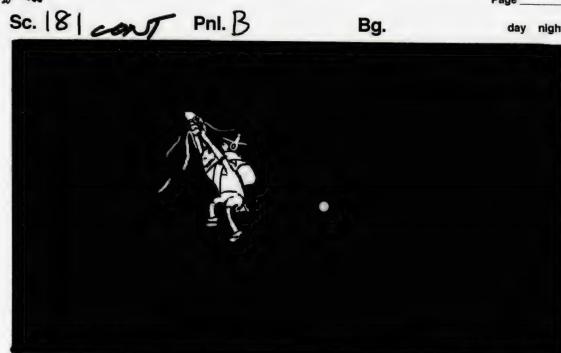


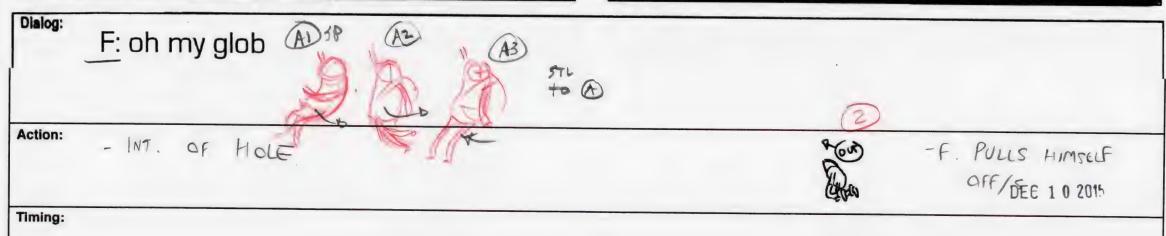
EPISODE#

ADVENTURE TIME









Dialog:

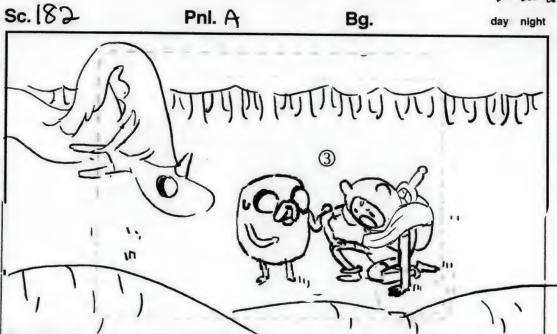
1034-239

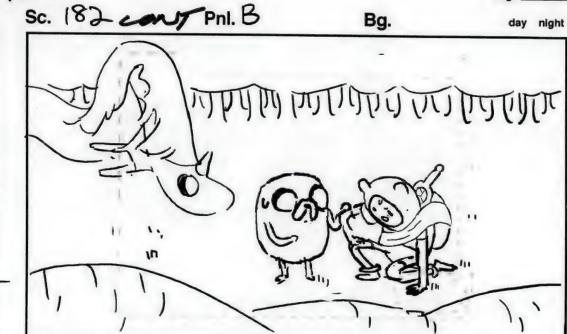
EPISODE#

ADVENTURE TIME



Page 206



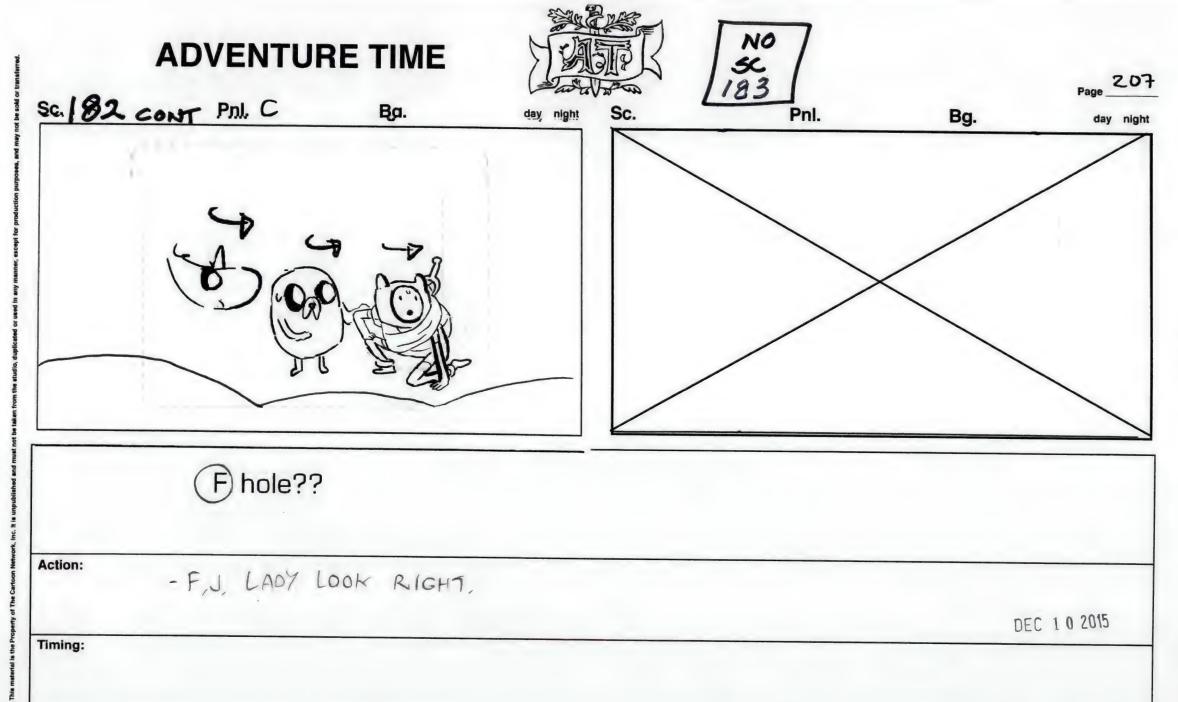




YEAH, I CAN'T BELIEVE I ALMOST FELL INTO THIS-

DEC 1 0 2014

EPISODE#

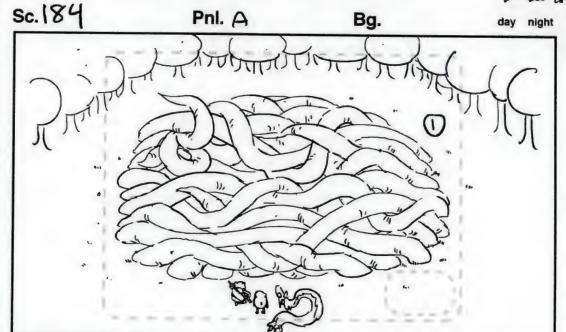


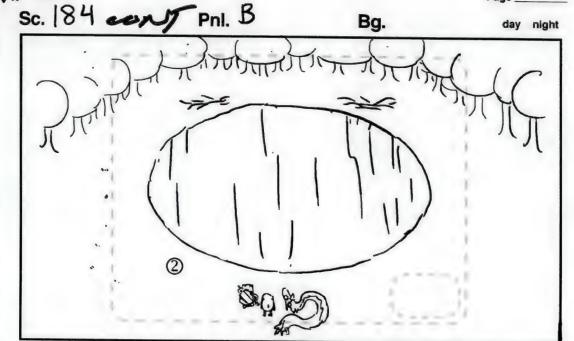
EPISODE#

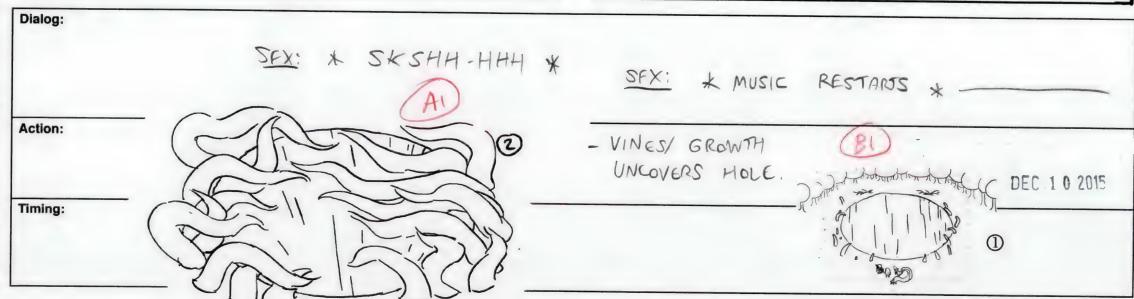
ADVENTURE TIME



Page 208





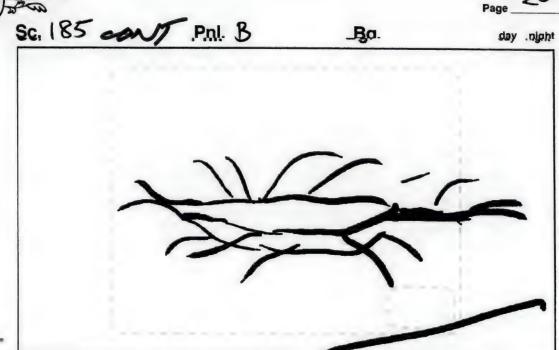


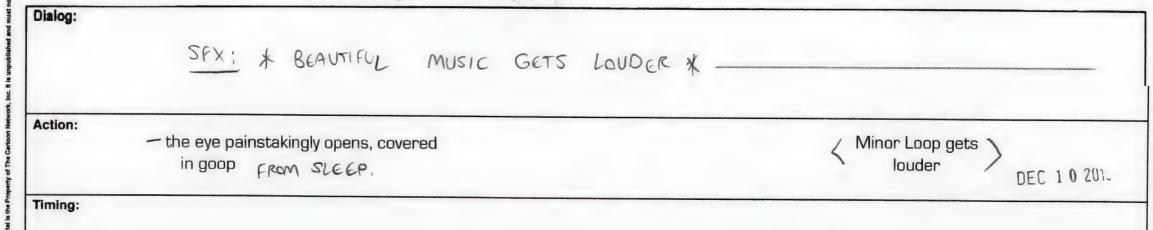
EPISODE#

ADVENTURE TIME



Sc. 185 Pnl. A Bg.





39 2

034-

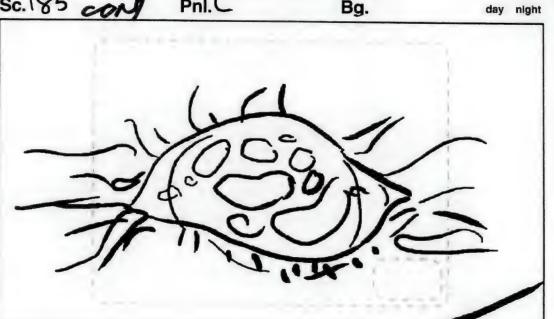
EPISODE#

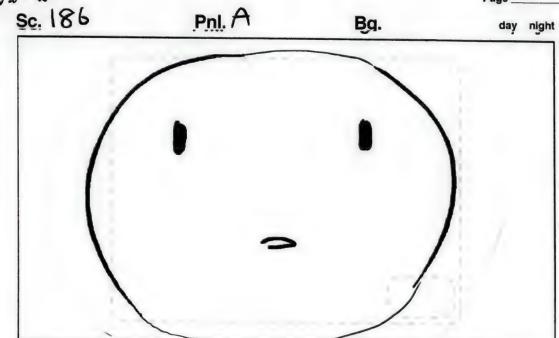


ADVENTURE TIME Sc. 185 cons Pnl.C Bg.



210



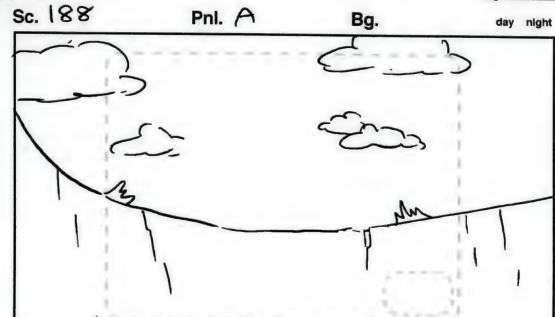


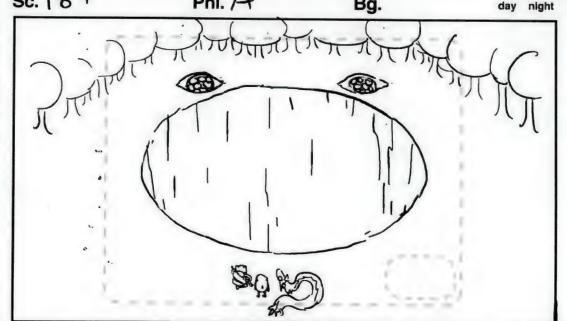
Dialog:			
	SFX: A	SQUIDGEX	
Action:	· EYE	OPENS.	
			DEC 1 0 2015
Timing:			

EPISODE #

ADVENTURE TIME Sc. 187 Pnl. A Bg.







Dialog: Amazing... It'S A FACE HOLE ... 4 SONG CONTINUES X -Action: - BIG FACE ON THE FOREST FLOOR. DEC 1 0 2015 Timing:

10,34/239

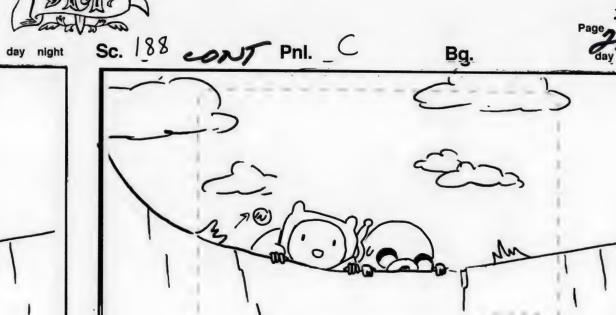
211

Sc	.188				
50	.108	00	M	PI	nl. [
		Y)		
-		-	-)		
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	1	~	3	(
		1	1	-00-	
		1	1	\	
		1		1	
		,	- 1-		-
	log:				-

Bg.







Dialog:		
Action:	-F+J come on/s	
Timing:		DEC 1 0 2015

1034/239

2

EPISODE#



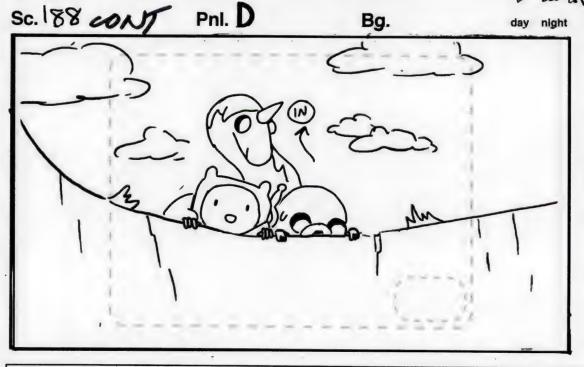


Sc. 188 cont Pnl. E Bg.

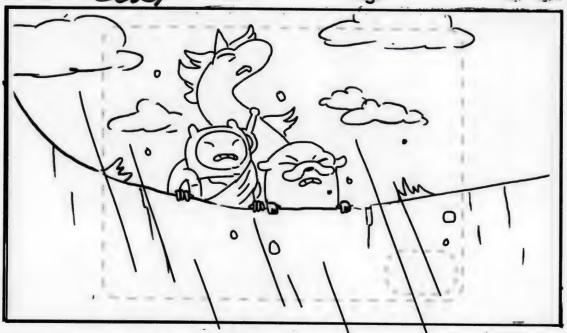
2 1034

EPISODE#

Production:



ADVENTURE TIME



Dialog: F: This is where the song's coming from!

F, J, L: AAAHH!

MUSICHOLE: (CLEARS THROAT)

SFX: +BENUTIFUL SONG(EVEN LOUDER) *

Action:

- L COMES ON/S

Minor loop blasts throwing them back

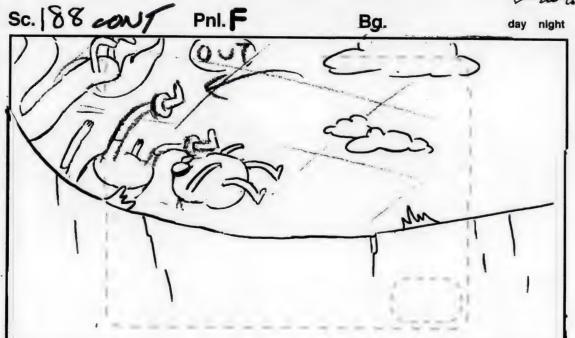
DEC 1 0 2011

Timing:

0







Sc. 189

Pnl. A Ba.



0 M

2

034-

EPISODE#

Production:

11. 1001

Dialog: Action: -F, J, L THROWN OFF/s. DEC 1 0 2015 Timing:

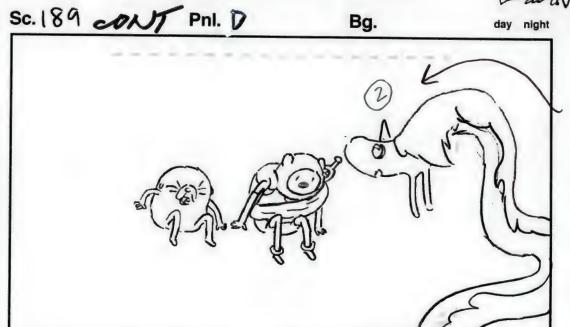
ADVENTURE TIME		213A
Sc. 189 CONT PNI. B	day night Sc. 189 and Pnl. C Bg.	2/4/DIT
"		1-239
111		:# (034-2)
\(\tau_1\)	\(\tau_1\)	EPISODE #
Dialog:	F, J: 00F!	
Action:		
	DEC 1 0	
Timing:		Inction:

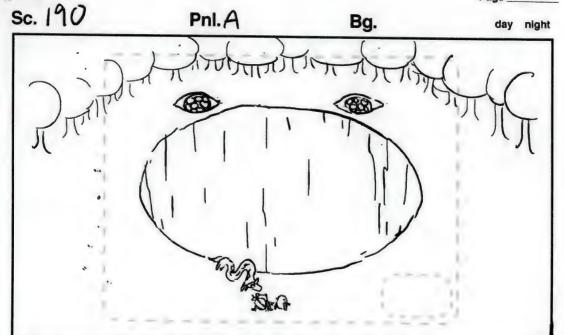
EPISODE #

ADVENTURE TIME



Page 214







MH: Wait... can you.. hear me?

DEC 1 0 2015

EPISODE#

1034/289

Production:

ADVENTURE TIME

Sc. 191 Pnl. A Bg. 116



Sc. 191 cont Pnl.B

Bg.

day night

215



141

Dialog: F: I've been hearing you like all day.

Action:

Timing:

1034/239

DEC 1 0 2015

034-239

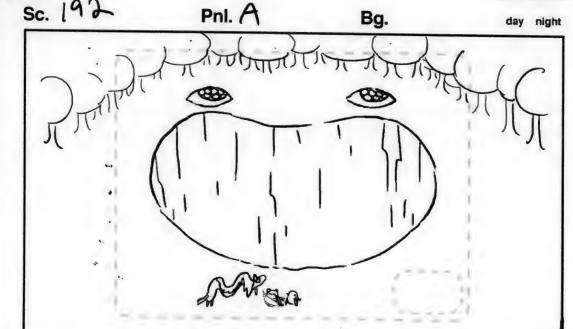
EPISODE #

ADVENTURE TIME



Page 216

Sc. (A) cont Pnl. C Bg. day night



Dialog:	F: You're a lovely singer.	MH: [giggles nervously] R-really?		
		NO ONE'S EVER SAID THAT		
Action:				

DEC 1 0 2015

034-239

EPISODE #

0

1034/23

ADVENTURE TIME



Page 27

Sc. 192 Car Pnl. B Bg. day night

Sc. 192 Pol. C Bg. day night

MH:shut up.

F IT'S TRUE!

MH: Well, I've, uh, had a lotta practice.

A thousand years, give or take.

Timing:

Action:

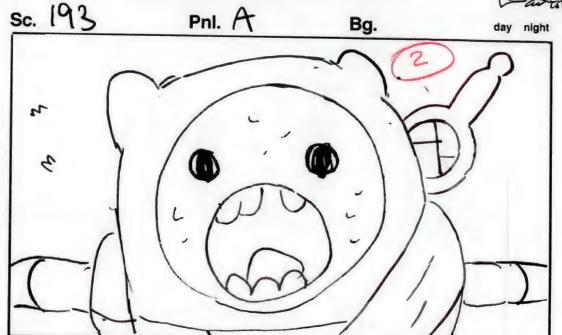
DEC 1 0 2015

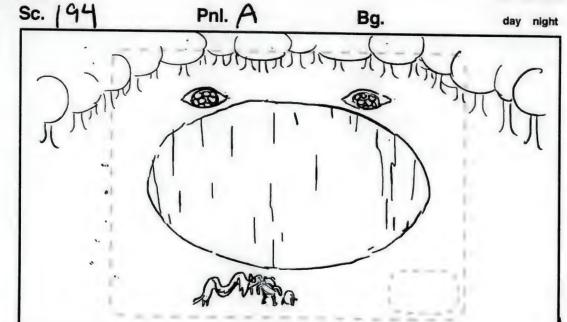
Timing:

EPISODE #

ADVENTURE TIME







Dialog: say MH: Yeah, I've been HERE SINGING from the VERY BEGINNING OF 000, WHAARA - ?! Action: [Minor Loop fades in]

DEC 1 0 2015



Sc. 195

Pnl. (3

Bg.

day night

Sc. 195 con Pnl. B

Bg.

054-239 111

EPISODE#

1034/23





Dialog:		(ω)			
	MH:	SINCE	I	CANT	MOVE
		FROM	THI	s Spo	IT

Action:

10

34/

2

ယ 9

- MORPH IN- BETWEEN

DEC 1 0 2015

Production:

- FLASHBACKS APPERE IN EXE 3 9

Timing:

0

34/

239

MH: so singing is my only outlet.

Action.

- BIRD'S EYE VIEW OF CITY APPEARS

Timing:

DEC 1 0 2015

- FLASHBACKS APPERER IN EXCS 9

1034/239

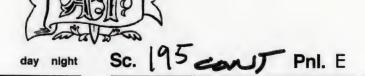
EPISODE#

EPISODE#

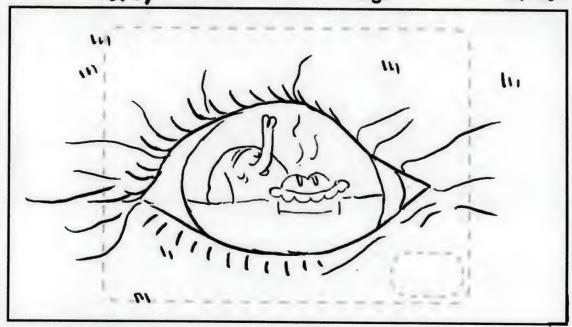
ADVENTURE TIME

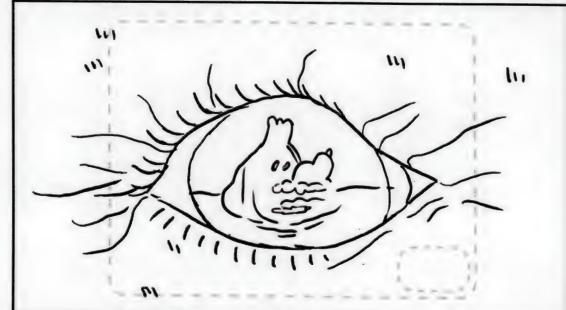


Sc. 195 cont Pnl. D Bg.

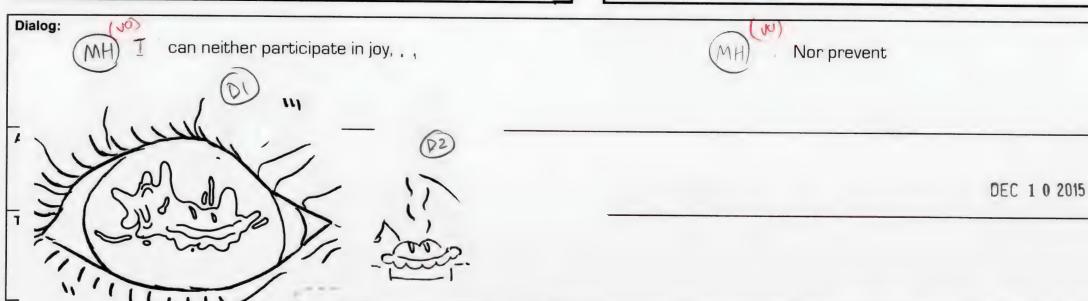




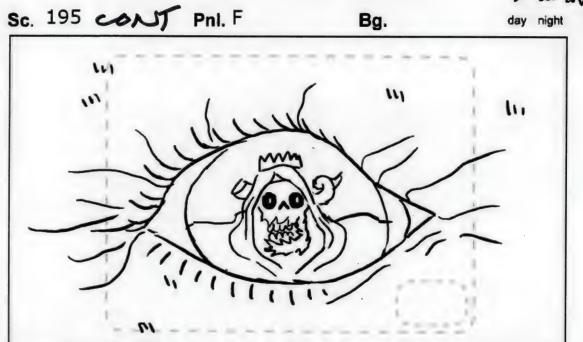


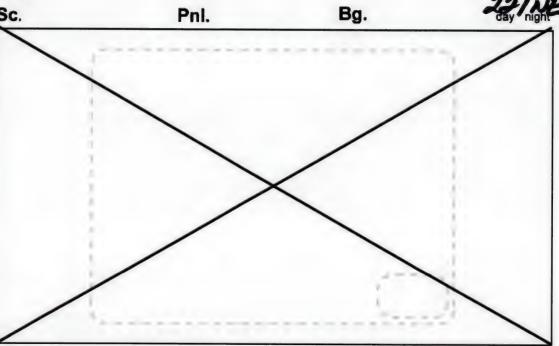


Bg.









Dialog:

(ve)

disaster.

Action:

- IMAGE of LICH APPEARS

IN EXE.

DEC 1 0 2015

Production:

0

3

1034/

EPISODE #

034-23

EPISODE #

1034/239





Sc. 197

0 ω

4/ 2 w 9 Pnl. A

Bg.

day night

Sc. 197 CONT Pol. B

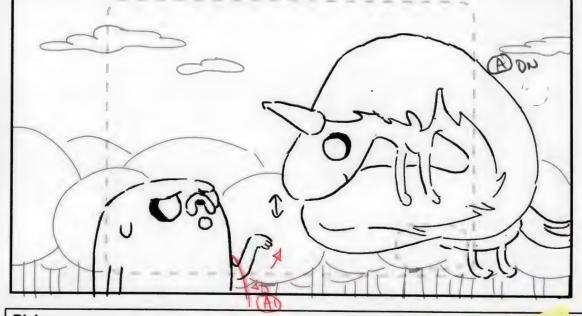
M

EPISODE #

34/239

0

SIA



) is This like one of those patterns that's supposed to have a 3D image in it Action: - LADY FLOAT CYCLE 1 + 2 THROUGHOUT Timing:



AND EVERYONE CAN SEE IT EXCEPT YOU.

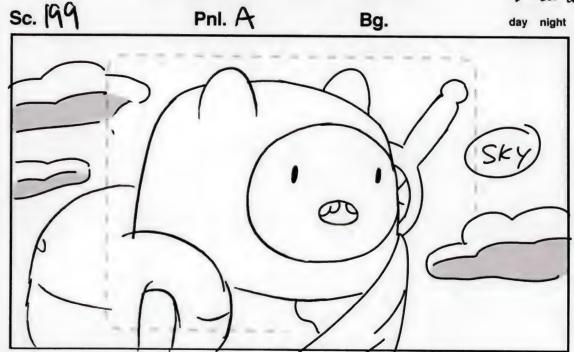


DEC 1 0 2015



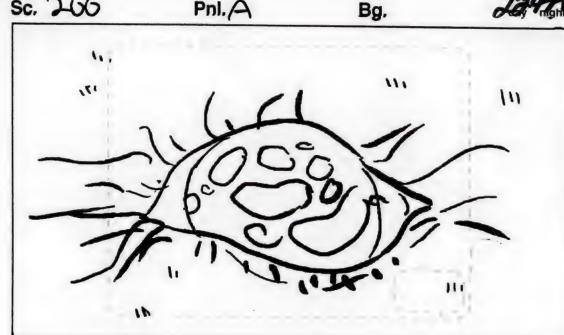
Pnl. A Bg. day night Sc. 200 Pnl. A

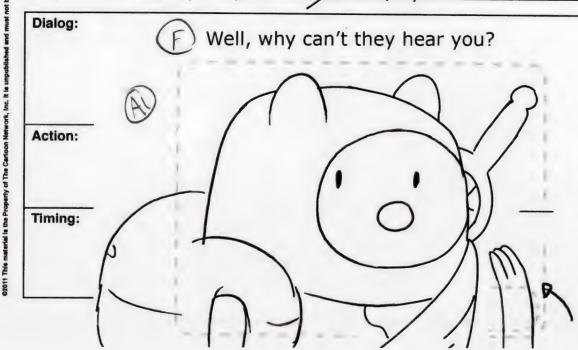




10

34/239





(D) ONLY TWO KINDS OF PEOPLE CAN HEAR MY SONG.

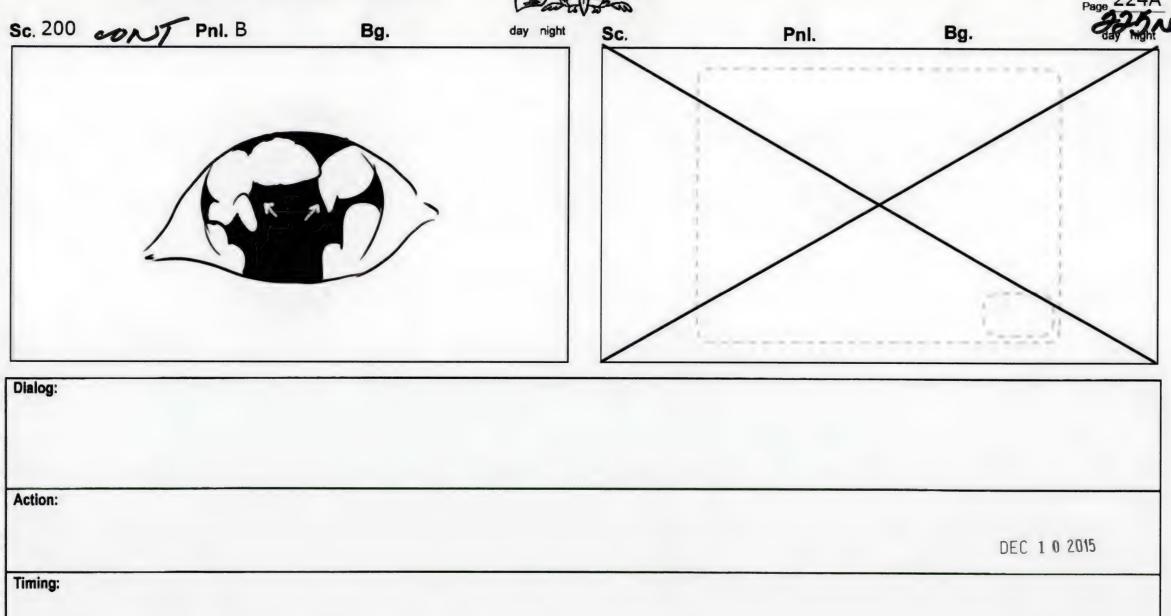
DEC 1 0 2015

1034/23

9

ADVENTURE TIME





Production:

9



225

Sc. 200 CONT Pnl. C Bg. day night BMO SILHOUETTE)

Sc. 200 carp Pnl. D Bg. SIMON SILHOUETTE

Dialog: MH. THOSE WHO SEE THE WORLD WITH PURE CHILDLIKE WONDER ...

MH : AND THOSE WITH A DEEP SENSE OF LOSS IN THEIR HEARTS ..

Action:

Timing:



DEC 1 0 2015

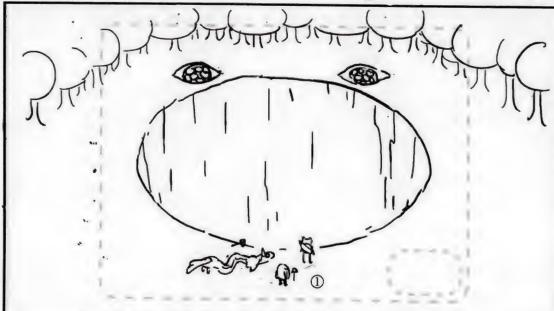
Production:

EPISODE #



Sc. 20 1 CONT Pnl. B

Sc. 201 Pnl. A Bg.



Dialog: MH (W) To everyone else I'M JUST A PERIOD IN A SENTENCE IN THE BOOK OF 000. Action:

DEC 1 0 2015

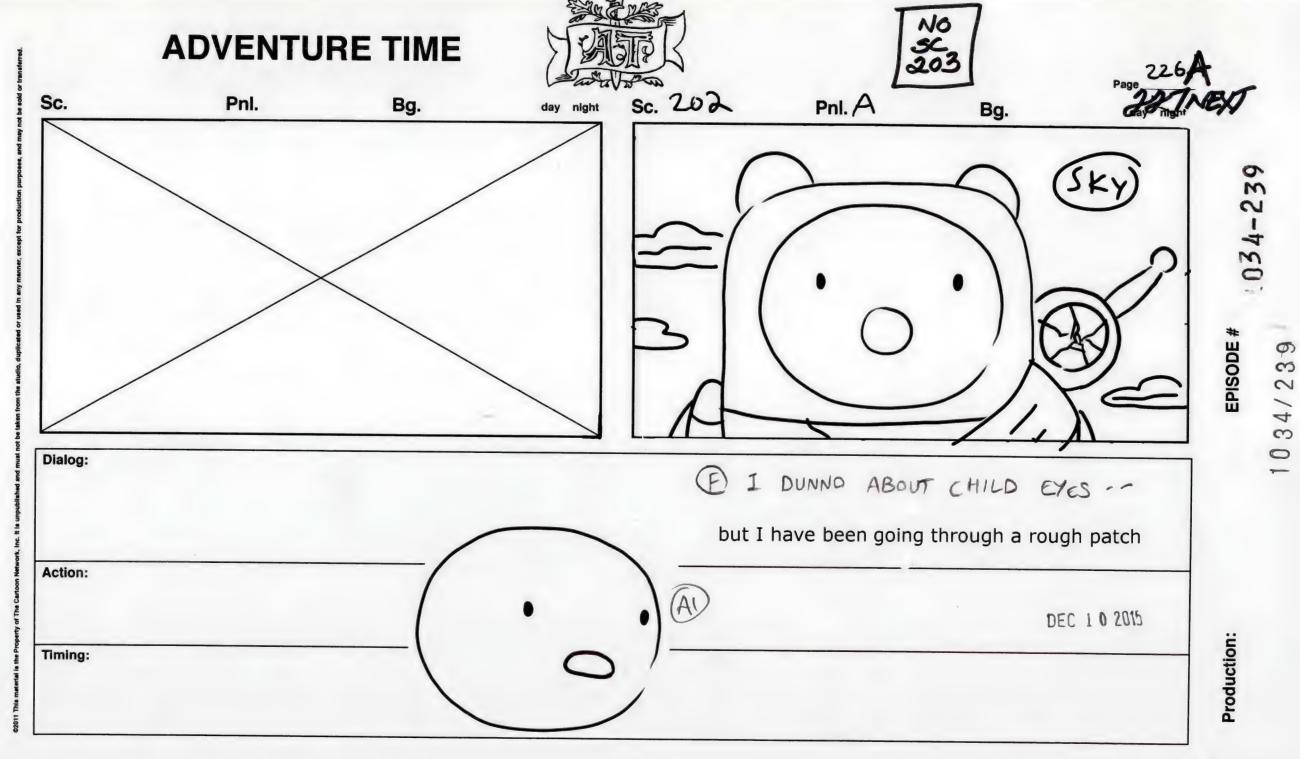
Timing:





Production:

EPISODE#







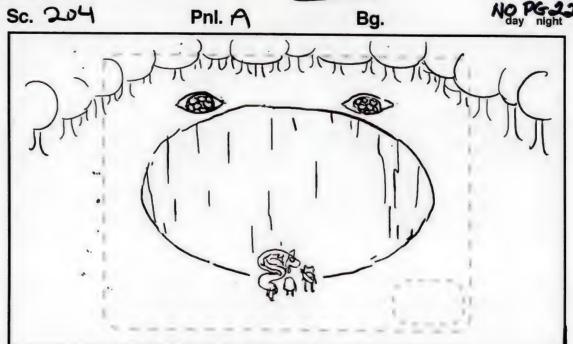
Page ZZ7 No PGJ28

EPISODE #

Production:

1034/239

Sc. Pnl. Bg. day night



Dialog:	Sounds like you have too.
	MH: YEAH, I GUESS SO
Action:	DEC 1 0 2015 (WIPE)
Timing:	

ADVENTURE TIME Page 229 Sc. 206 Pnl. A Sc. 206 CONT Pnl. B Bg. Bg. day night 1034/239 EPISODE# Dialog: Crowd walla] -FIGHTING B6 #1: A4! A4! CROWD SFX: + SLAP- SUP A DEC 1 0 201 AL Action: 07 Timing:

EPISODE#

Production:

八湖温
Taria Ban



Sc. 206 CONT Pnl. Sc. 206 Pnl. -

ADVENTURE TIME

\	T.

Action:

Dialog:

Timing:

1034/239

DEC 1 0 2015

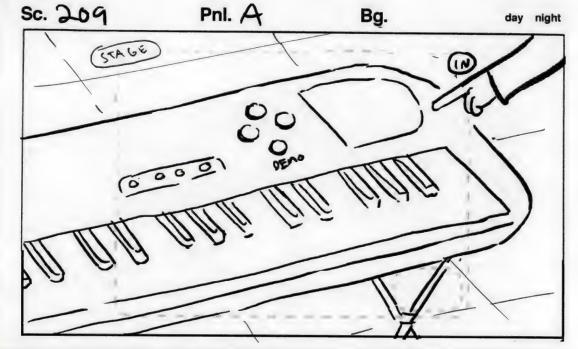
231

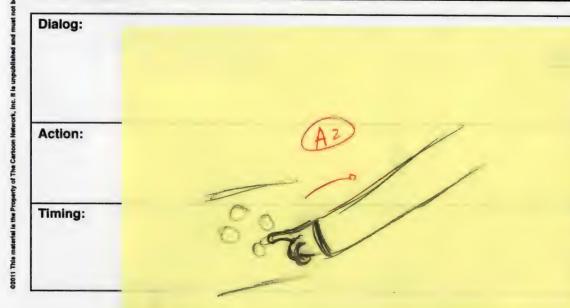
day night

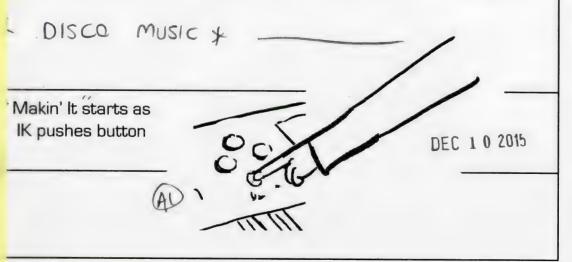


232

Sc. Pnl. Bg. day night







Production:

EPISODE#

:034-239

EPISODE#

ADVENTURE TIME



Sc. 210 Pnl. A Bg.



Dialog:	
	SFX: * CLICK *
Action:	- Colored lights come on
	DEC 1 0 2015
Timing:	

:034-239

EPISODE#

Production:

ADVENTURE TIME



Sc. 211 Pnl. B Bg.

Bg. day night Sc. 211 Pnl. B Bg.

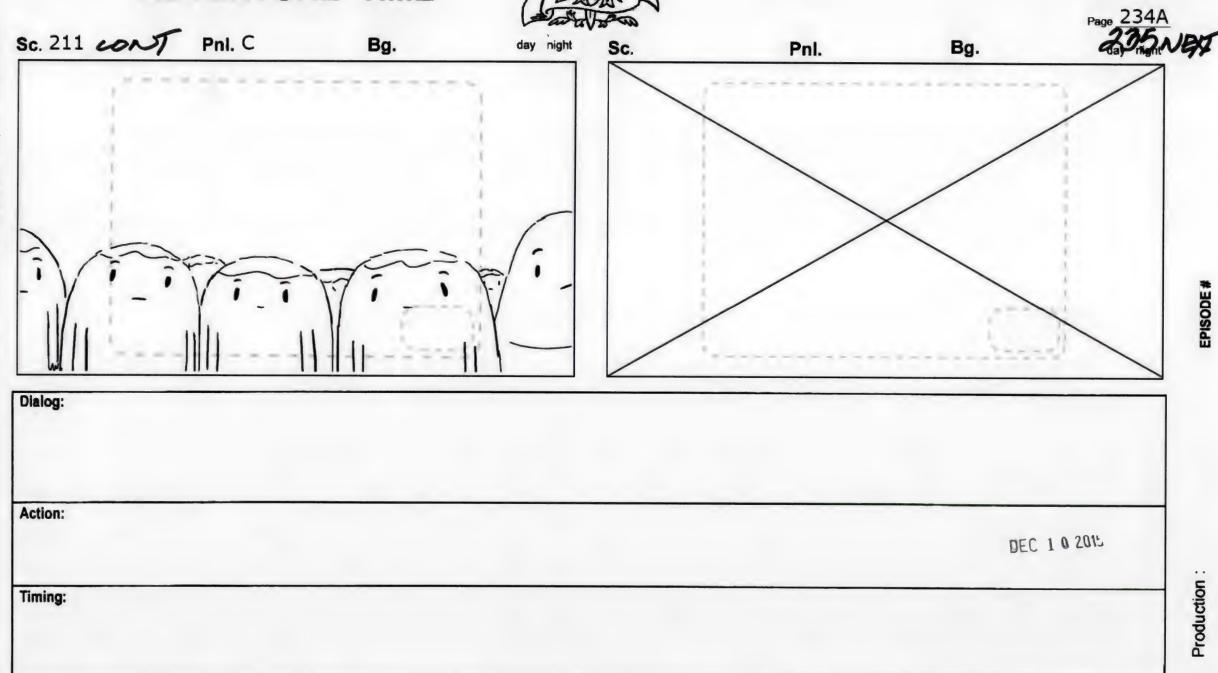
Dialog:		
	SFX: * MUSIC CONTINUES *	
Action:		-B. GUARDS, CANDY PEOPLE LOCK UP.
Timing:		DEC 1 0 2010

EPISODE#

Production:

ADVENTURE TIME



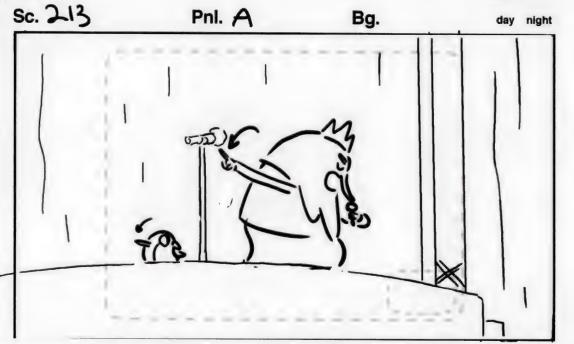




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Page 235

Sc. 212 Pnl. A Bg. day night



Dialog: IK/ You keep on dancin' thru the night, you never ever get uptight, you know that-

IK/ everything's alright, because you're-

Action:

- IK STARTS SINGING.

Timing:



Productio

EPISODE #

EPISODE#

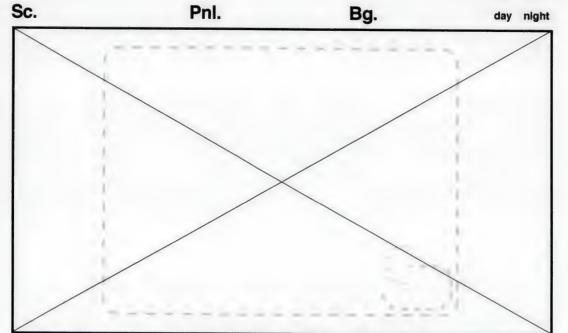
1034/239

ADVENTURE TIME



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Dialog:	IK/ dancing	
Action:	BD M -	
		DEC 1 0 2015
Timing:	of the	

Sc. 214

ADVENTURE TIME



Sc. 214 CONT Pol. B Pnl. A Bg. Bg. **EPISODE**#

Dialog: IK/ (O/S) You had a boogie-woogie-Action: PEOPLE GET ANGRY AGAIN DEC 1 0 2015 Timing:

1034/239

Production:

1034/239



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Sc.214 CONT Pnl. D Bg. Sc. 214 Pnl. E Bg. Dialog:

EPISODE #

10

34/239

IK/ (O/S) and now it's time to make a play, -

Timing:

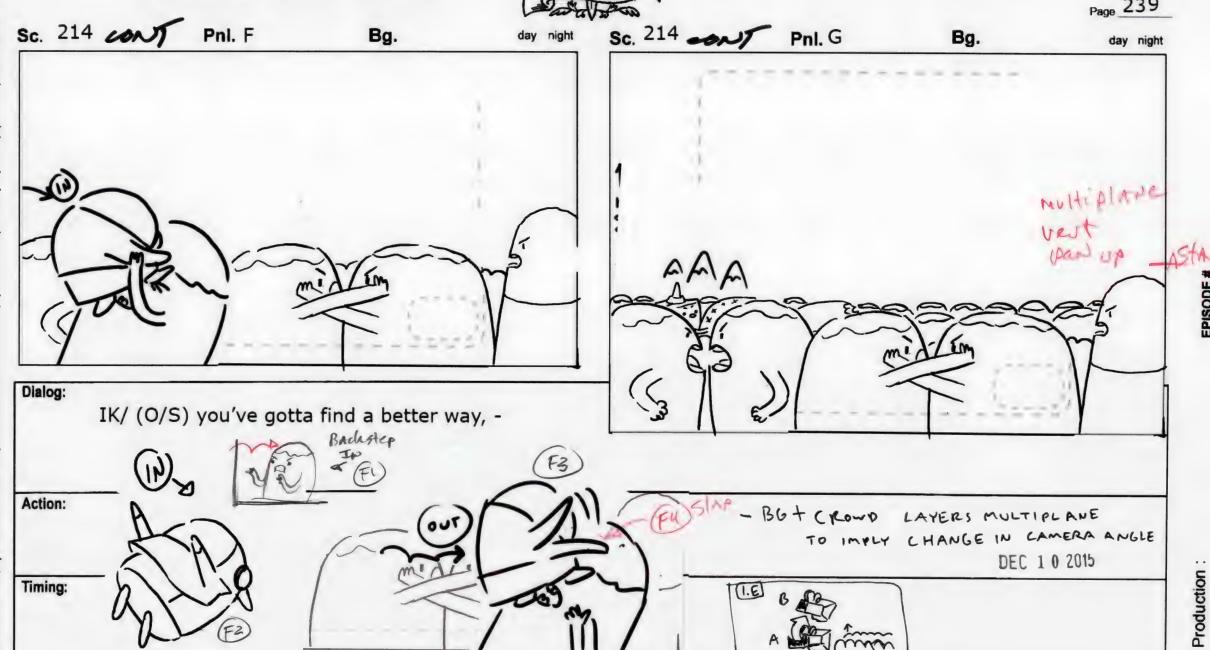
Action:

DEC 1 0 2015

Production:



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Sc. 214 on Pnl. H Bg. day night

ght Sc. 216

Pnl. B

Bg.

day night

AAA

Dialog:

IK/ (O/S) You've gotta do the do the do the -

SFX: & POOM!*

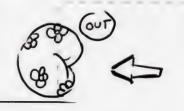
Action:

-M+PB FLY ON/S.

- PB FIRES BEAN BAG CHAIR CANNON.

DEC 1 0 2015

Timing:





Droduotio

EPISODE #

34/239

1034/239



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Sc. 217 Pnl. A Bg. day night

Sc. 217 Pnl. B Bg. day night

Dialog:	•••	
	IK/ Boogaloo-	
Action:		-

DEC 1 0 2015

Production:

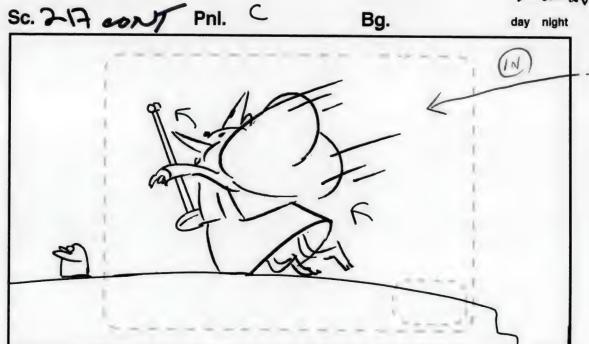
EPISODE #

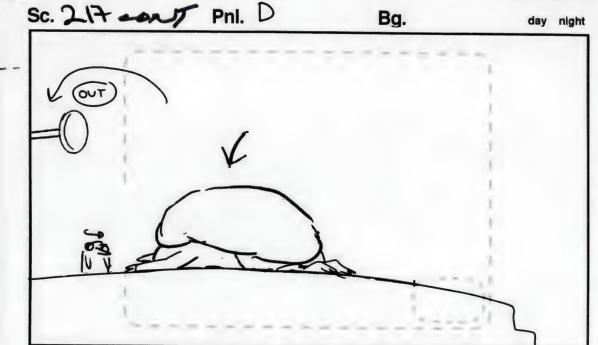
EPISODE#

ADVENTURE TIME

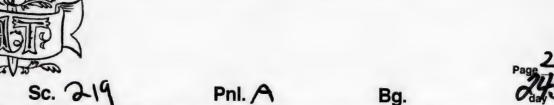


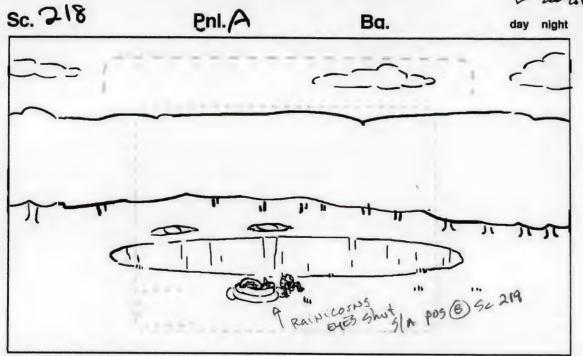
Page 242

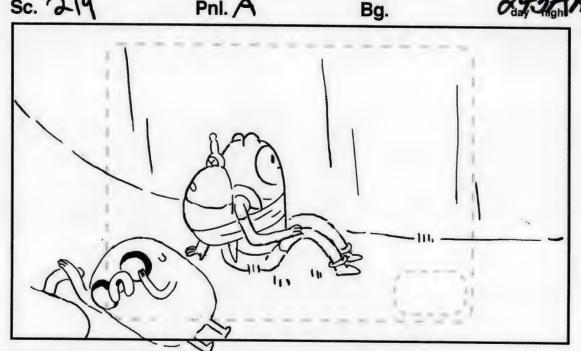










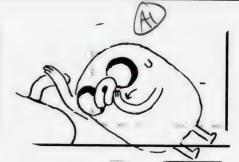


Dialog:	MH:	YOU KNOW WHAT - I ENVY YOU, I'VE ALWAYS WANTED TO BE HEARD. by everyone	
Action:			

MH: That's what friends are, right? Just people to observe you,

- J. LIGHTLY SLAPS JOWLS THROUGHOUT SCENE

	-1 , , ,	-,	
-1111-	00000		
-24666	A. (A) (A) (A) (A)	112 210 - 1	
- \			









EPISODE#

34/23

1034/239

Timing:

0 ω 4 9

ADVENTURE TIME



219 cont Pni. B

Bg.

Dialog:

MH: people to enjoy your song

Action: - T. CONTINUES LIGHTLY SLAPPING JOWLS

Timing:

DEC 1 0 20



Pnl. Sc. 219 cont Pnl. C Sc. Bg. Bg.

Dialog:	Hey, bud ~	
Action:	-J. ROLLS TOWARDS FINN	

DEC 1 0 201

0 ω 4/ 2 ယ 9

Timing:

Production:

EPISODE #

1034/239

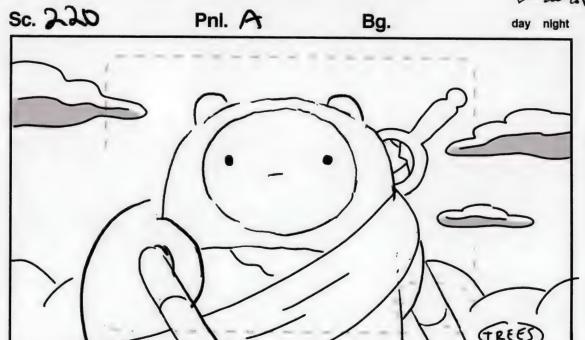
Production:

EPISODE#

ADVENTURE TIME



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Dialog:		F YEAH,, I'M LUCKY,
Action: Timing:		DEC 1 0 2015

Action:

Timing:

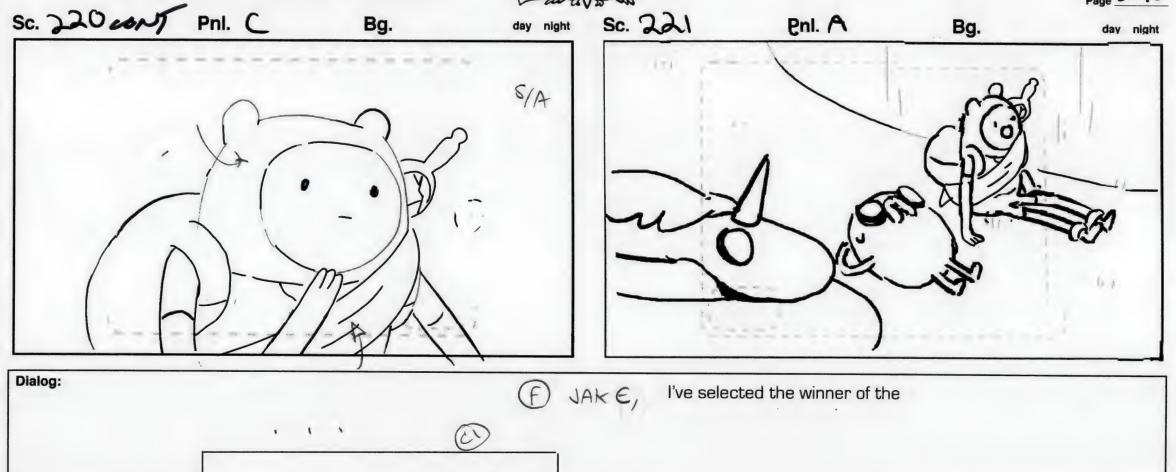
- Finn thinks.

EPISODE#

ADVENTURE TIME



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1034/23.9

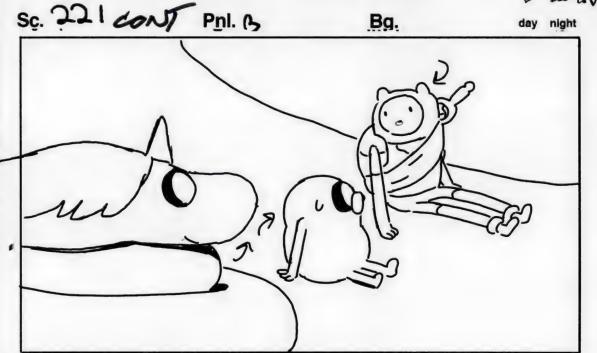
DEC 1 0 2015

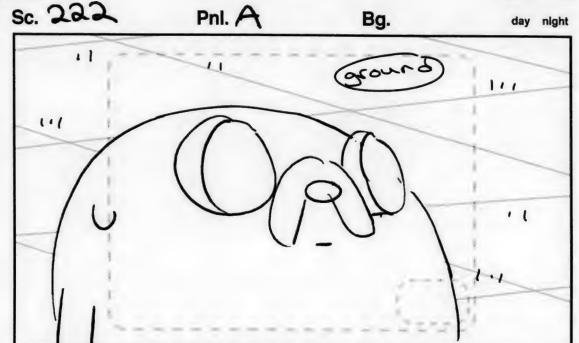
EPISODE#

ADVENTURE TIME



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Dialog:

F: battle of the bands.

Action:

-F, J, LADY TURN TOWARDS EACH OTHER.

EACH OTHER.

Timing:



M 2

034

EPISODE#

Sc. 222 cont Pnl. B Sc. 222 cent Pnl. C Bg.

Bg. day night

Dialog: AHEM,

Action: - J's hand transforms into microphone.

Timing:

DEC 1 0 20%

Production:



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Sc. 223 Pnl. A day night Bg. day night

ADVENTURE TIME

Bg.

Dialog:

Action:

- J. STRETCHES ARM OFF/S.

Timing:

- F. RISES ON/S.

DEC 1 0 2015



Sc. 223 and Pnl. B

Bg.

Sc. 223 cont Pnl. C

Bg.

EPISODE#

1034/239



Dialog:

0

CU 4

28

9

THE WINNER is a very special someone who I've just met, Last name Hole.

F

SHE'LL TAKE HOME THIS HANDMADE POTATO CHIP BAG CROWN.

Action:





DEC 1 0 2015

EPISODE#

1034/23

Production:

ADVENTURE TIME



Pnl. Bg. Sc. day night

Sc. 226

Pnl. A

Bg.

day night

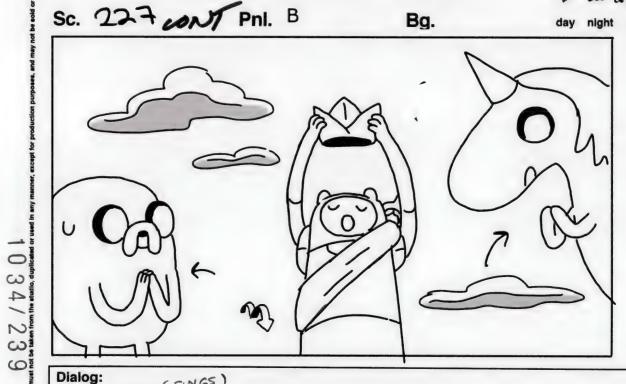
MAPRO

Dialog:	M
Action:	
Timing:	

omigosh! I've never won an award before! RISE HU to POS A



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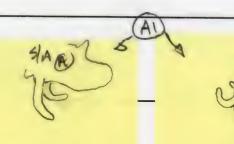


Sc. 228 Pnl. A Bg. day night

: in our hearts we



-FINN SINGS AS HE APPROACHES HOLE



DEC 1 0 2015

1034/239

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EPISODE #



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Sc. 228 CONT Pol. B

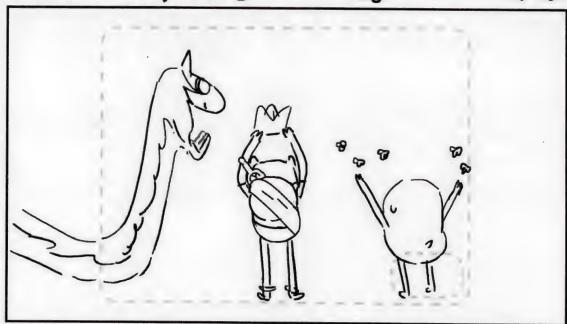
Bg.

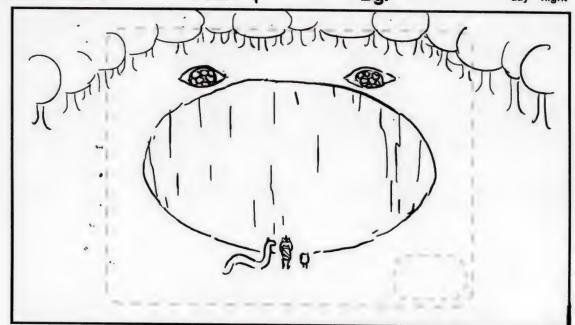
day night Sc. 229

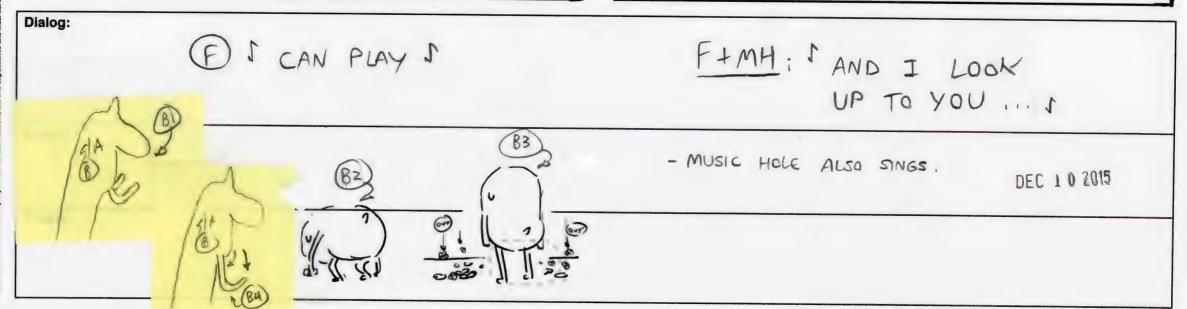
Pnl. A

Bg.

day nigh







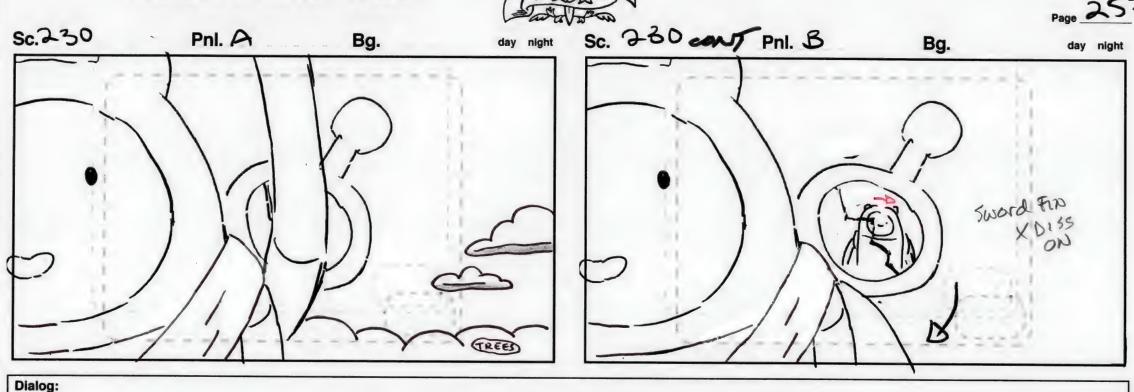
1034-239

EPISODE#

ADVENTURE TIME







F+MH: I WHEN WE HEAR DIFFERENT

SOUNDS THAN THE HEARTLESS DO ...

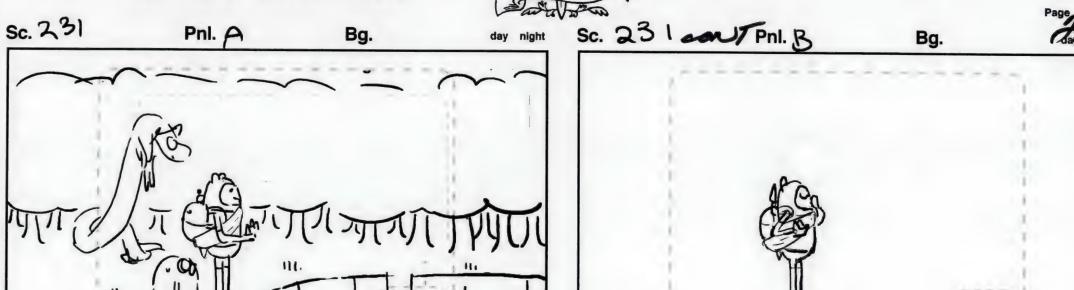
Action: - FINN FACE RE APPEARS IN THE SWORD HILT,

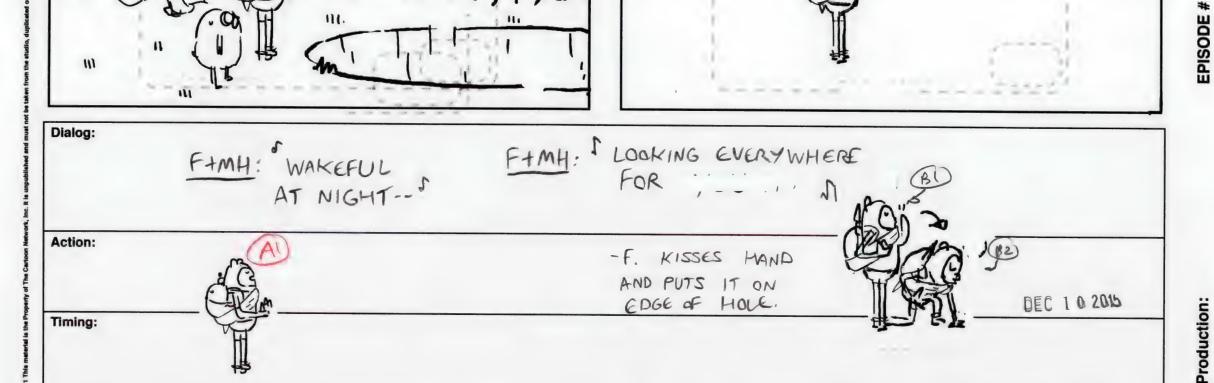
Timing:







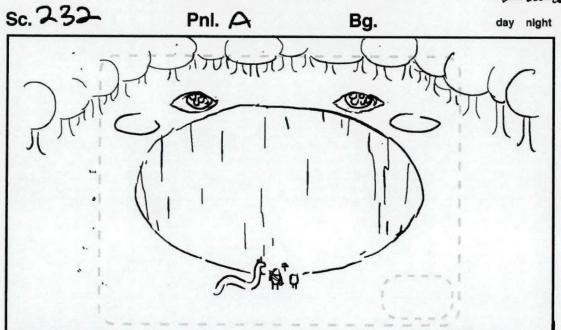


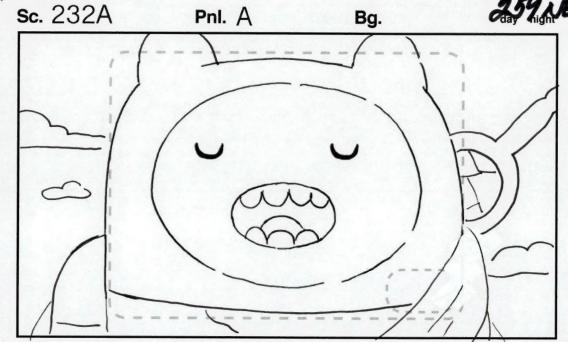


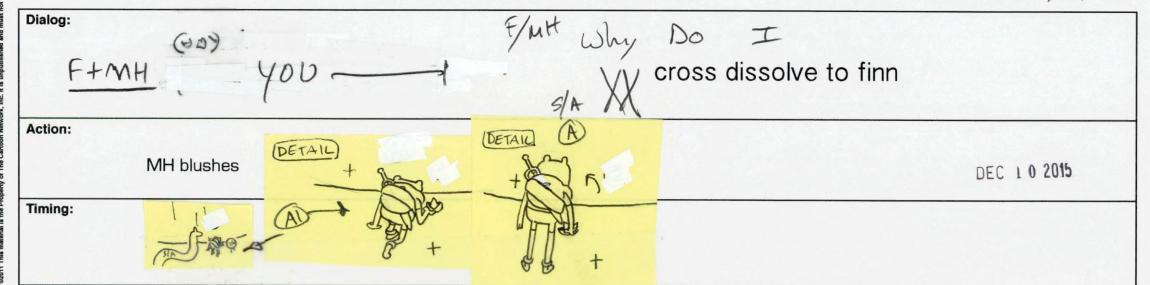
EPISODE # 1034-239

ADVENTURE TIME







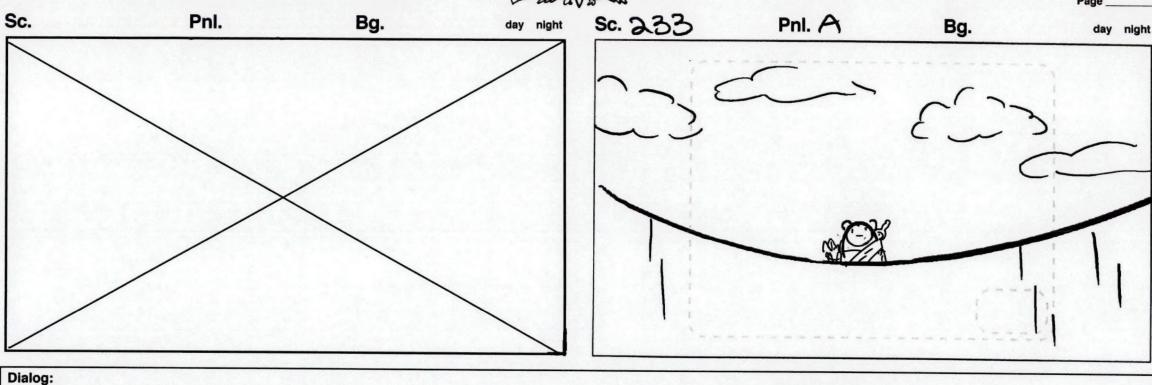


EPISODE #

ADVENTURE TIME



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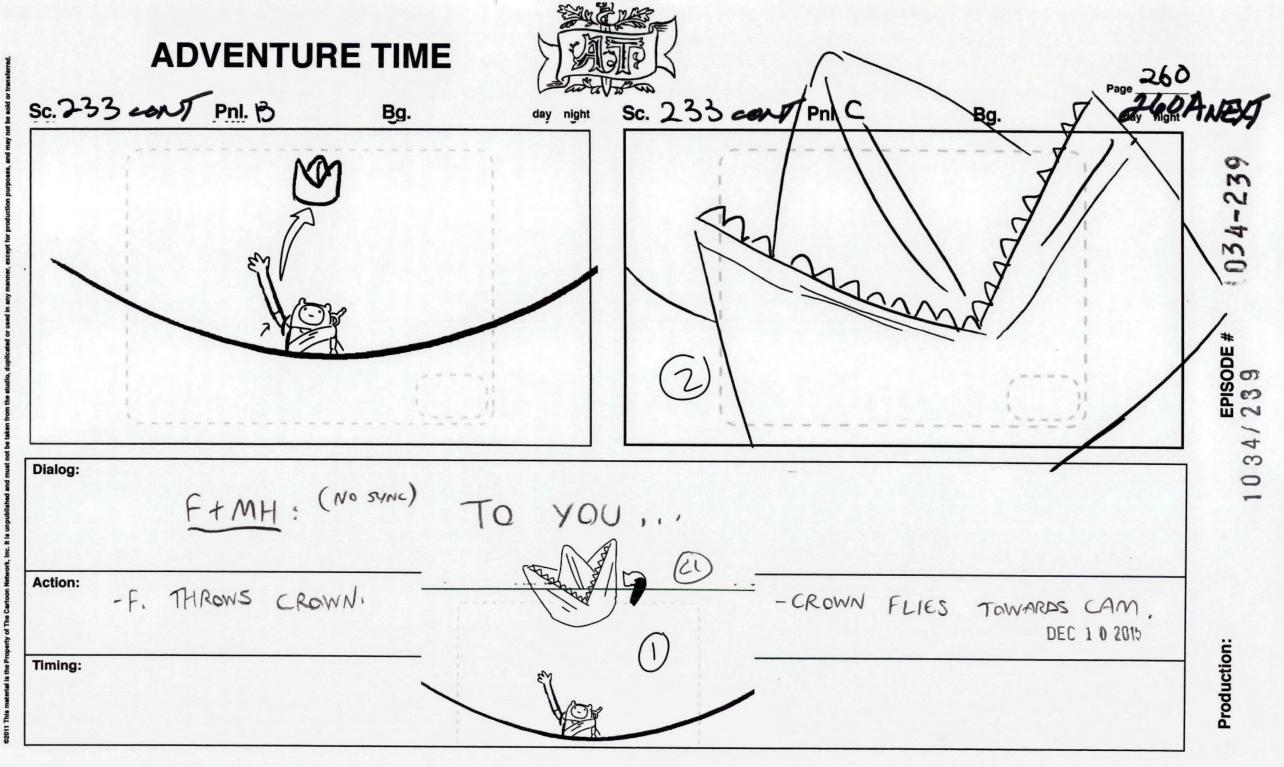
E+WH: (NO STNC)

DEC 1 0 2015

Timing:

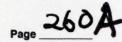
Action:

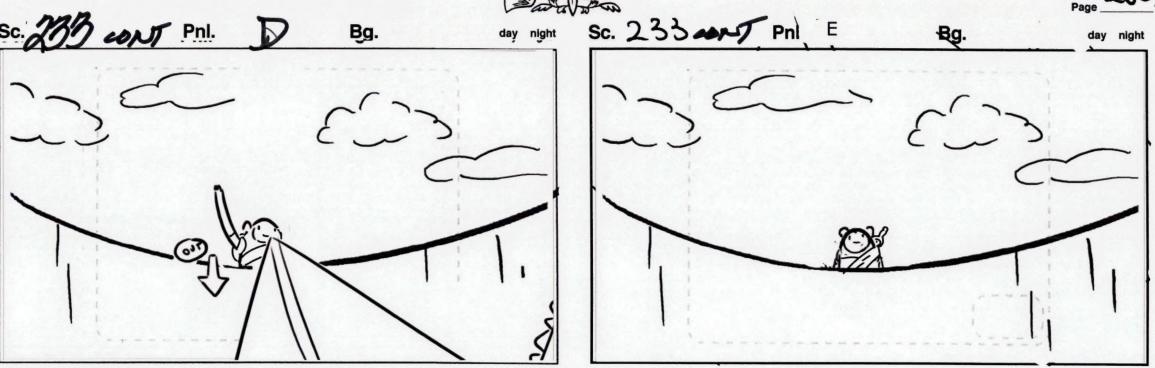
Production:



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4
-
2
ω







Dialog:

F+MH: (NO SYNC)

ADVENTURE TIME

YOU ...

Action:

- CROWN FLIES TOWARDS CAM.

Timing:

DEC 1 0 2015

Production:

EPISODE #